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Pokémon World

ISSUE 75

Giratina & Regigigas

Stars of the eleventh Pokémon movie prepare to take on the gods!

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Hey, hey, hey!
This is the new look issue of Pokémon World, with me, Stu Yew, comin' at cha! Okay, enough of that sort of thing. We've got a brilliant issue of your favourite Pokémon magazine for you this month – lots of exciting new videogames for you to read about, news of the latest Pokémon movies, a feature all about what it's like to live in Japan and the latest from the world of Pokémon Trading Card Game. If all that wasn't enough, you can even read the mag wearing your new Dragon Quest Monsters Joker beanie hat – how cool is that?!

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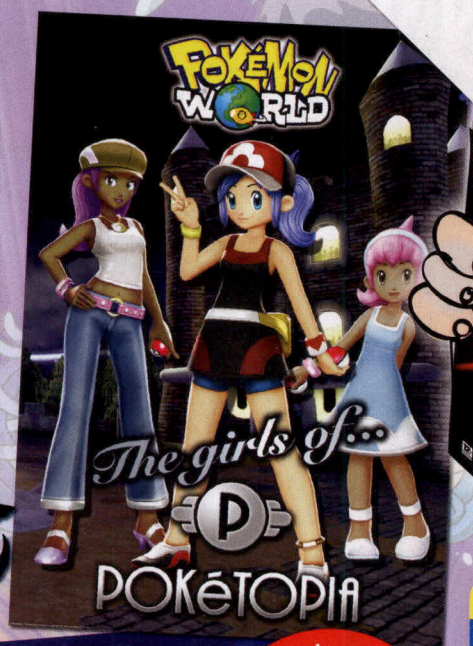
12 We do like brain tease you. Try out these new crosswords and games and see if you are a Poké Master!



Grab your free 'The Girls of Pokétopia' poster in the bag with this issue – nice!

The latest Pokémon movie in Japan will have you jumping behind the sofa... scary!

Check the news for new secret missions from the Mystery Dungeon sequels on DS!

GAME REVIEWS
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POKÉDEX CARDS
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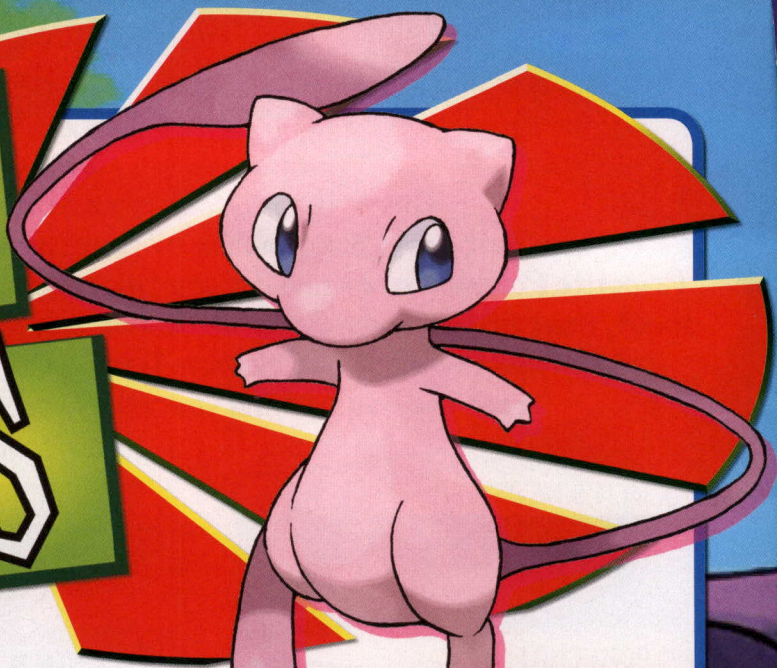
MEW'S NEWS



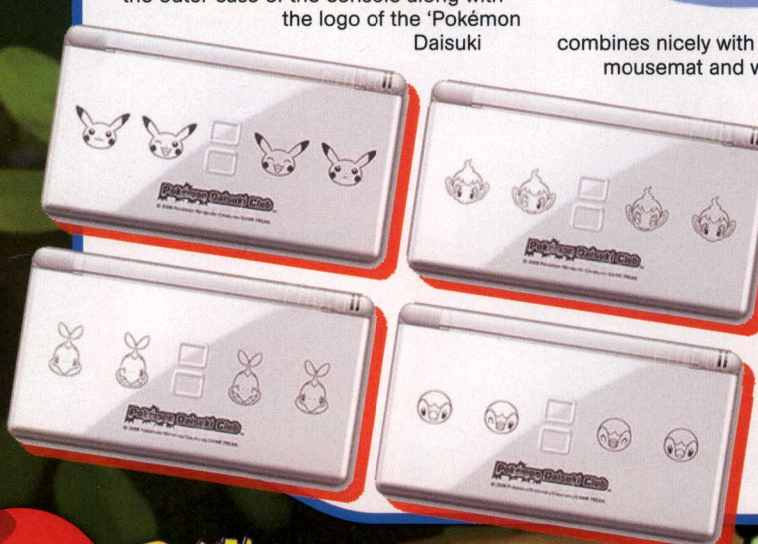
Exclusive Pokémon Gifts For Japan

Pokémon gamers in Japan are treated to a set of exclusive new merchandise. The catch? They have to be a member of the 'Pokémon Daisuki Club' to qualify...

They simply love their videogame merchandise in Japan. It seems no game is ever released without a selection of limited edition prints, character figurines or hand-knitted socks. So, obviously, when it comes to Pokémon an entire industry has grown up around the merchandising of these 493 Pocket Monsters!

So to celebrate the new year, here comes a great new range of Pokémon goodies to drool over. Firstly we have a set of four Nintendo DS Lite consoles, each with unique Pokémon branding. They have our favourite starter Pokémon – Pikachu, Turtwig, Chimchar and Piplup – in cool charcoal grey on white on the outer case of the console along with the logo of the 'Pokémon Daisuki Club' and are limited to only 100 consoles. This club is the official Pokémon fanclub in Japan, run by the Pokémon Company itself and it often makes exclusive merchandise like this available to its members.

Next up is a new Pikachu Optical Mouse with cool Pikachu markings and scroll wheel. Perfect for surfing the net on your PC or Mac for Pokémon snippets. It combines nicely with a new Pikachu mousemat and wrist rest. If you're a fan of collectable figures, then there are lots of cool new ones of *Diamond* and *Pearl* Pokémon, along with a new look Pikachu model to be collected.



Then to take all these goodies home from the Pokémon Center there's a cool 'Pika Pika Bag' emblazoned with Piplup, Pikachu and Pachirisu. Wow, you can just keep on spending can't you?

Luckily for whoever pays the credit card bills in your house these Pokégoodies are only available in Japan right now, and the Pokémon Centers of Japan and the United States sadly don't mail stuff to the UK. It's always fun to look at what's available in the Pokémon World though, don't you think? Point your web browser to the address below to check out the Daisuki Club's Japanese pages for yourself. ◎

◎ WEB ADDRESS
www.pokemon.jp

New Event Pokémon

Japanese gamers get excited at the thought of new downloads...

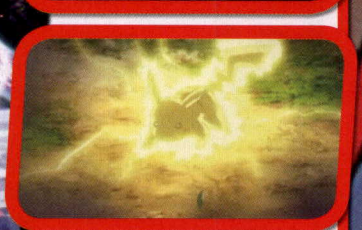
You may have downloaded an event Pokémon yourself at some time. Pokémon Company makes them available at special events like last year's Pokémon Summer Day Camp. Well, Japan is of course way ahead of us with a host of special *Diamond* & *Pearl* Pokémon already snapped up by Japanese gamers. Electivire, Magmortar and Milotic have had special versions, and between 15 January and 15 February it's the turn of Dragonite. This Dragon Pokémon with a level of 50 and Yache Berry item will be available from 900 locations across Japan for one month only. Nintendo really does love its limited edition extras!

Giratina Becomes A Movie Star!

Eleventh Pokémon movie called *Giratina And The Bouquet Of The Sky* sneaks out trailer and poster!

We reported last issue that the eleventh Pokémon movie was already in production in Japan with Japanese TV running teasers for it already. This month we have the poster artwork to show you in all its glory along with some exciting stills from the trailer. Starring the Ghost Dragon Pokémon Giratina, along with *Diamond* and *Pearl* headliners Dialga and Palkia and appearances from Regigigas and Shaymin, the movie is based around the battle of the Pokémon Gods.

Due for release in Japanese cinemas on 19 July you can already check out a movie trailer on the official Japanese Pokémon movie website. There's not much information given away in this teaser, but it's a cool Pokémon titbit to download and watch for yourself! Web address below.



WEB ADDRESS
www.pokemon-movie.jp

NUMBER OF POKÉMON IN THIS ISSUE **179**

Pokémon Ranger 2 First Details

Box art and first screenshots of this exciting Nintendo DS sequel released on the web

Well, we say *Pokémon Ranger 2*, but the game's proper name in Japan is *Pokémon Ranger Batonnag*. It's an action role-playing game set in the region of Arumia where you get to partner with 17 possible Pokémon and set about capturing others again using the clever Capture Styler as before.

One of the main improvements in this new game is the ability to ride on your Pokémon to get around. You get go running on a Doduo, ride through lava on a Torkoal, surf with an Empoleon, fly with a Drifloon and dive underwater with a Mantine. Sounds like a cool enhancement!

Pokémon GTS Global Trade Station

Your monthly update of which Pokémon are hot, and which are not on the Pokémon GTS...

The Pokémon Global Trade System, for those of you who don't know, is a really clever website invented by the boffins at Nintendo where *Diamond* and *Pearl* players can deposit their Pokémon and trade with each other. It's so cool we thought it deserved a regular feature in Pokémon World. Each month we're planning on updating you with the ten most popular Pokémon to be traded, along with the countries who are doing the most trading. It's interesting to see just how many Pokémon have been added to the system too. If you haven't tried out the GTS yet, give it a whirl and let us know how you get on.

Top 10 Pokémon traded on the GTS...

1. Palkia
2. Dialga
3. Dragonite
4. Turtwig
5. Milotic
6. Chimchar
7. Spiritomb
8. Piplup
9. Eevee
10. Latios

Top 10 countries where Pokémon have been traded the most...

1. Japan
2. United States of America
3. France
4. Germany
5. Spain
6. United Kingdom
7. Australia
8. Canada
9. Mexico
10. Afghanistan

No. of Pokémon deposited on the GTS...

77,730

WEB ADDRESS
www.pokemon-gts.net

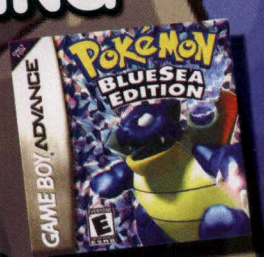
Pokémon Diamond Version Pearl Version Character Profile

Flint

There are actually two characters in the world of Pokémon called Flint. One is Brock's father, but the one we're interested in is a member of the Elite Four in *Diamond* and *Pearl*. This red-afroed guy is a big friend of Volkner, the Gym Leader of Sunyshore City and you will first encounter him there. He will ask you to bring back excitement to the Pokémon battles as Volkner has lost interest – then he rushes off back to the Pokémon League. Flint specialises in Fire Pokémon but strangely only two of the five Pokémon he uses are actually Fire ones.

WARNING

Pokémon BlueSea Edition is a fake game – make sure you don't buy a copy! It's rubbish too...



Down The Book Shop

We take a flick through the latest offerings from Puffin Books...

Tangshan Tigers: The Stolen Jade

Dan Lee

The first action-packed adventure, in a brand-new series. Matt James is thrilled to win a place at the Beijing International Academy for Martial Arts. But in the background, shadows hide.

Scarper Jack And The Bloodstained Room

Christopher Russell

Scarper Jack is a chimney-sweep's boy and he's actually in a chimney when he hears two voices planning a murder. He knows where and when it's going to happen, but there's no way he can stop it. With the help of two unexpected friends – a posh boy and a sewer rat of a girl – he sets out to solve the mystery and track down the murderer, only to find that it can be dangerous to know too much... this book is just brimming with action and adventure.

Sky Wolves

Livi Michael

From the *Frank The Hamster* series of books comes a new, magical animal story. Jenny the Jack Russell is alone and abandoned at the roadside when she is taken in by a boy called Sam. She has no memory of where she came from, until she's visited by a fearsome wolf who forces her to remember her past. This is one that will appeal to readers aged nine and up.

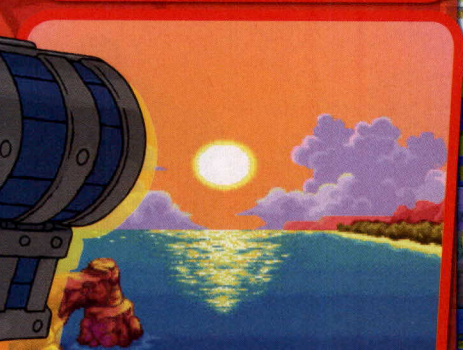
WEB ADDRESS
www.puffin.co.uk

Secret Missions In New Dungeon

Nintendo of America announces the titles of the new English *Mystery Dungeon* games and secret missions are revealed in Japan...

On the latest release schedule from Nintendo's American office, two new games have popped up for a release in summer 2008... *Pokémon Mystery Dungeon: Explorers Of Time* and *Explorers Of Darkness* – so those will be the English names for the exciting new games we featured on the cover of last issue then!

But what's this? The Japanese website for the games has revealed secret missions that we can look forward to downloading later on this year. From what we can gather with our internet translator there are special missions where Pikachu is looking for a Mewtwo and a Celebii. These are planned as downloadable missions via the Nintendo Wi-Fi connection, with Japanese gamers able to get their hands on them after 14 February.

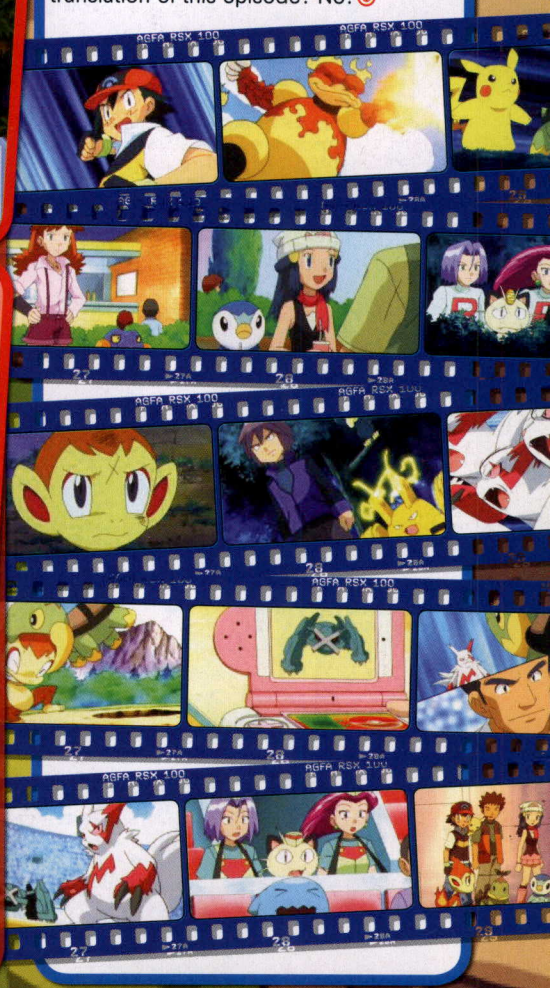


Just Aired In Japan...

A look at the latest episode of the Pokémon Anime series to air in Japan called *'Pokémon Contest! Herthome Convention!'*

It's episode 517 would you believe and Ash and his Pokémon-loving pals continue to wander around the various Pokémon-filled lands picking Pokémon battles with anyone who is willing.

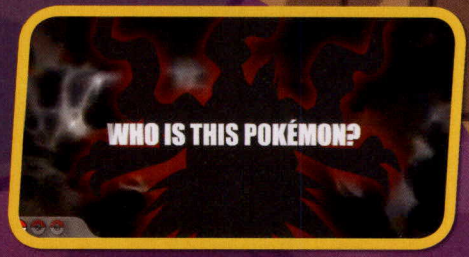
The time of Dawn's next contest is drawing near and she is understandably nervous about the event, but then she discovers that her old friends Nando and Zoey are also entering. This ups the pressure on her and makes this contest one of the toughest Dawn has yet faced. How will she and her Pokémon perform? Will Ash have to come to her rescue? Can we wait for an English translation of this episode? No!



Mysterious Pokémon!

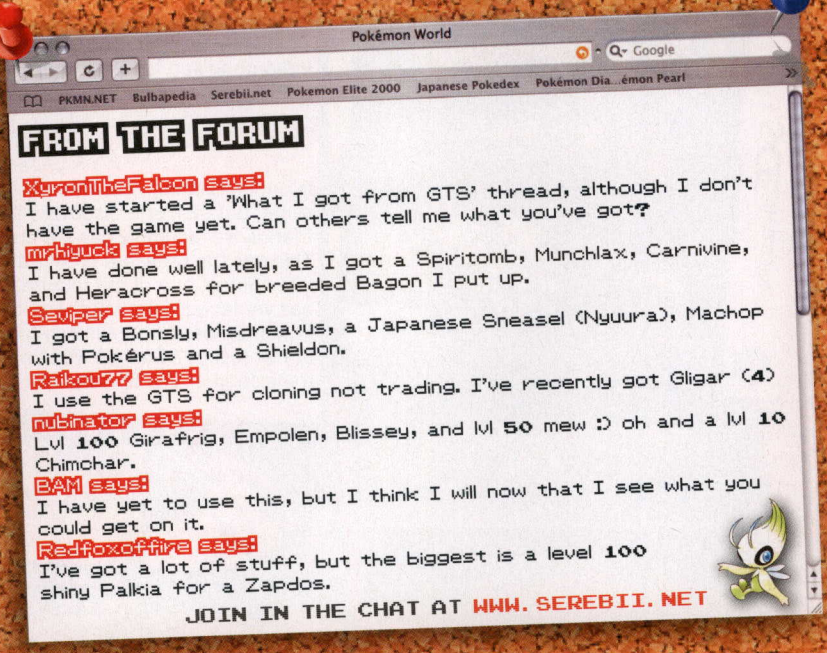
American website gets all secretive about Darkrai...

Not that we want to spoil the fun for anyone you understand, but we can't quite understand why the Pokémon USA website has gone all mysterious about Darkrai. Any REAL Pokémon fan already knows exactly who this Pokémon is but yet they are running a campaign on the site entitled 'Who is this Pokémon' with a shadow of the monster floating around the screen. We think it's in preparation for the official unveiling of Darkrai along with a new Trading Card Game Great Encounters set that features this Pokémon along with Dialga and Palkia and, of course, he's in the tenth movie too.



POKÉCHAT

Q: Why doesn't Ash ever go to a restaurant?
A: Because they always serve an odd-dish (Oddish)
From Stacey Keeper, Brighton



FROM THE FORUM

XyronTheFalcon says:
I have started a 'What I got from GTS' thread, although I don't have the game yet. Can others tell me what you've got?

mrHyuck says:
I have done well lately, as I got a Spiritomb, Munchlax, Carnivine, and Heracross for breeded Bagon I put up.

Seviper says:
I got a Bonsly, Misdreavus, a Japanese Sneasel (Nyuura), Machop with Pokérus and a Shieldon.

Raikou77 says:
I use the GTS for cloning not trading. I've recently got Gligar (4)

nubinator says:
Lvl 100 Girafrig, Empolen, Blissey, and lvl 50 mew :) oh and a lvl 10 Chimchar.

BAM says:
I have yet to use this, but I think I will now that I see what you could get on it.

Redfoxoffire says:
I've got a lot of stuff, but the biggest is a level 100 shiny Palkia for a Zapdos.

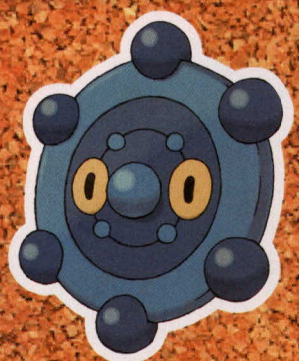
JOIN IN THE CHAT AT WWW.SEREBII.NET

Hi, my name is Arran I'm a massive Pokémon fan I have in my collection annuals, cards, phone dangles, Gold, Sapphire, Red Rescue Team games and I painted my own Pokémon plate!

I love Pokémon and my favourite Pokémon is Umbreon, number 197 in the Pokédex. I have over 600 Pokémon cards and quite a lot of metallics and rare ones. Once me and my friend even wrote our own Pokémon story. I have all the Pokémon games available on Game Boy, Nintendo DS and Wii and have completed all of them except for *Pokémon Battle Revolution*, but I have almost finished it as I am the Poketopia champion. I have been collecting Pokémon things since I was four and decided to start collecting because my friend showed me his first Pokémon card, a Charmander. Since then I have bought anything I see with Pokémon on it. I have also put in a picture of me with all my Pokémon things in.

From Emma Pearce, 10, Oxfordshire

Here you go Emma – great collection!



Q: What do you get if you cross Pokémon with Thomas the Tank Engine?
A: Pika-choo-choo!
From Simon Clarkson, Northampton

Hi Pokémon World!! I'm Ray Roberts! I remember when I was four I sat down and saw the first episode of Pokémon on CITV! It rocked! So I bought the *Pokémon Yellow* game! I have a great Pokémon Deck and Party on *Diamond*. Oh, I also have a forum. It's based around Nintendo but I named it Iron Island from *Diamond* because I love it so much. Readers can find it at... www.ironisland.ipbfree.com. If you do join say you read it in Pokémon World and I'll make you a PokéFan which allows you to chat in the Pokémon club!

You don't say how old you are now Ray, but we assume it's not 4 1/2! Hope you get lots of new people logging on to your forum now!

Pokémon FAN FICTION

The Rise and Fall of Drifloon

By Rory Bayliss-Chalmers, age 9, London

It was a cold winter night over Valley Windworks. A young Drifloon was sleeping peacefully on top of one of the windmills. Not a million miles away some Combees were buzzing happily around their hive, hearing these noises Drifloon woke with a start and instinctively used Gust. The extra wind added to the windmills blew the Combee hive right out of the tree and is smashed into a million tiny pieces.

The Combee went mad with rage as anyone would be if their home had just been destroyed. They flew full-pelt at the Drifloon, stings blazing. Drifloon concentrated all its mind on the Gust attack and as the Combee approached they got whisked in every direction.

Suddenly a white light started to shroud Drifloon. When it cleared, Drifloon was a Drifloon no more, it had evolved into Drifblim. The new Pokémon abandoned the attempt to stop the Combee and soared into the brilliant white sky.

Just above the stray Drifblim was a helicopter containing a pilot and a confident young trainer Rory.

"We need to get to Eterna City quickly so I can get my second gym badge!" yelled Rory over the sound of the rotorblades.

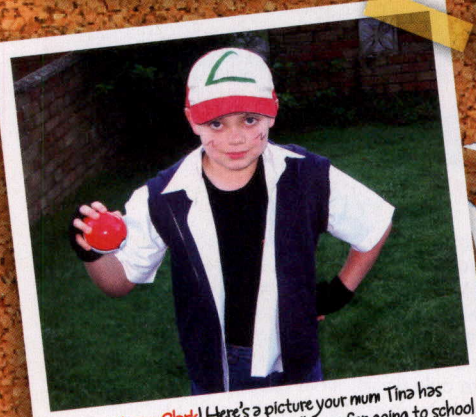
"I'm trying, but the wind is too strong", replied the pilot. Then suddenly Drifblim flew in front of the helicopter and it plummeted to the ground.

Having survived the crash, Rory leapt out of the wreckage, saw the Drifblim and immediately snatched a Pokéball from his belt and hurled it into the air.

"Go Prinplup", he shouted and out came a penguin-like Pokémon.

Prinplup got the first hit with Brine, a torrent of water fell onto Drifblim. The large airborne Pokémon fought back with Ominous Wind but it was no match for Prinplup's Peck. Drifblim weakly fell to the floor. Rory lobbed a Great Ball and light surrounded Drifblim and it was sucked into the ball. The ball shook once, twice, thrice... click!

"Gotcha!" yelled Rory. Drifblim was caught.



Surprise Kieran Clark! Here's a picture your mum Tina has sent in of you dressed up as Ash. Well done for going to school dressed like this, we hope no one dressed as Team Rocket!

Thank you very much for my Pokémon Pearl game, this is the first time I have ever won something, it is fantastic... I was surprised. I have sent you a pic. From Daniel Tester.

Have you got something to say in PokéChat? Your own review of a game, photos of you at Pokémon events, or your own Pokémon collection? Or simply want to get something off your chest? Write to us at this address...
PokéChat, Pokémon World, Richmond House, 33 Richmond Hill, Bournemouth, BH2 6EZ
or email...
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JAPAN

If there's one country that crops up often when writing about Pokémon it's Japan. So we thought we would give you a glimpse at what makes Japanese people tick...

So just what is it like to live in Japan? Land of new technology, neon and cherry blossom – and that land that created Pokémon, although over there they prefer to call the games Pocket Monsters.

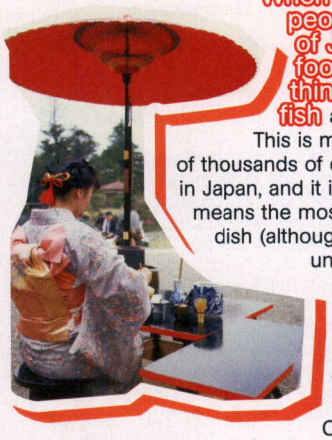
FOUR SEASONS

Unlike Britain, Japan's seasons are far more defined – winter is freezing cold and summer is boiling hot. Moreover, Japan's weather often has many more aggressive storms than in Britain – typhoons, which are like tropical hurricanes, are not uncommon and several people die each year because of such violent weather!

During winter the Japanese use a heated table called a kotatsu that warms the feet and legs. Admittedly, this is nowhere near as effective as Britain's use of central heating, but many Japanese houses cannot have it installed. Most Japanese houses, in the countryside at least, are made of wood and are very flimsy. Why? Japan suffers from a lot of earthquakes. This means it is a very bad idea to build a house out of bricks, simply because not only would it be very dangerous in an earthquake but it would cost a lot of money and time to replace. But this is not the only reason why Japanese houses are mostly wooden. While a drafty wooden house may be uncomfortable in winter, it is absolutely ideal in summer. This is because the Japanese summer is incredibly hot, humid and sticky. During June the whole country undergoes a rainy season, called tsuyu. The air becomes filled with water and the high humidity can be very unpleasant.

Thankfully, spring and autumn are lovely seasons (much like they are in Britain). It is worth noting that the Japanese spring is particularly beautiful mainly because the Japanese cherry blossom trees, called sakura, go into full bloom.

DINNER TIME



When many people think of Japanese food they think of raw fish and sushi. This is merely one of thousands of dishes in Japan, and it is by no means the most popular dish (although it is unique). A lot of the more popular Japanese food has come from China, though it has been changed a lot. The main fast food dish in Japan is ramen, or noodles. There are many types of Japanese noodles (soba and udon just being two), but ramen is by far the most popular. Following on from this you have fried rice, gyoza (steamed dumplings) and karaage (fried chicken, basically). You can get these dishes in China, but they taste very different in Japan, the main reason being that a lot of these dishes use soy sauce and the Chinese and Japanese versions taste so different.

Apart from the more fatty Chinese-based foods, there is still a good selection of stodgy Japanese cuisine. Okonomiyaki is one such example. Essentially a savoury pancake, the customer is expected to mix and cook the ingredients themselves. While this may sound rather bizarre, okonomiyaki is very popular in Japan as well as being very cheap.

Another favourite amongst many Japanese is tonkatsu. This consists of a pork steak covered in breadcrumbs and then deep fried. Again, this is utterly delicious but it can be quite expensive. The cheaper alternative is that of chickenkatsu, which is (you guessed it!) chicken covered in breadcrumbs and then deep fried.

A Pokémon World favourite of all the Japanese dishes is katsuo no tataki. This consists of a fillet of katsuo (a type of fish) very briefly cooked in a fire, and then put in ice cold water. What happens is that the outside is chargrilled and the inside remains raw. This may sound disgusting, but with the right yuzu (a citrus fruit that you only find in Japan) and soy sauce dressing it is utterly delicious.

GETTING SPORTY...

There are two main sports that the Japanese follow. Baseball, called yakyuu, and football, which is called soccer. We don't really understand the Japanese fascination with baseball, but the sport is incredibly popular across Japan. More importantly, though, is the increase in football's popularity. The fact that Japan hosted the World Cup was been a huge boost to the sport in Japan. Unfortunately, the standard of the players isn't that great, especially when compared to Britain, but they have improved from what they were a few years ago.

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O-MANGA

MANGA MAGIC

Most people in Japan learn how to read and write not from books or novels, but from manga (or comics, to the rest of us). It is not out of place to see most businessmen reading the latest edition of some weekly manga publication on the (very crowded) tube trains to work.

Due to manga's widespread popularity, there are many styles and age groups catered for. So this means that a lot of the more adult manga can be exceedingly violent and gory. This is not to say that all manga is like this, as many people incorrectly think, because there are a lot of thoughtful and impressive manga works available. After all, it's isn't just for kids!

Comics are very much part of Japanese culture and society, so they aren't going to disappear any time soon! And there are manga films that are very popular, as well as books that teach you how to draw your own manga-style cartoons!

ANIME ACTION

Very much a product of the popularity of manga, anime is the Japanese branch of animation with the *Pokémon* cartoon series fitting into this category. Many of the titles can be particularly violent and scary for younger viewers, but it is important to remember that, like manga, anime is not just for children. This isn't to say that anime doesn't cater for youngsters, because the likes of Studio Ghibli produce many films that children utterly adore. However, unlike Disney, Ghibli films don't patronise their audience.

Ironically, Disney has recently bought Studio Ghibli and has started to release its films all over the world (they were originally only released in Japan). Thankfully, the international community has taken notice of what Ghibli has to offer, to the extent that its film, *Sen to Chihiro no Kamikakushi* (or its English title of *Spirited Away*), was awarded an Oscar for best Animated Feature Film.

Next issue we take a look at what the Americans get up to!

COSPLAY, OR DRESSING UP...

Another branch-off from manga and anime. cosplay stands for 'costume play' and is all about people dressing up as characters from their favourite manga, anime or game.

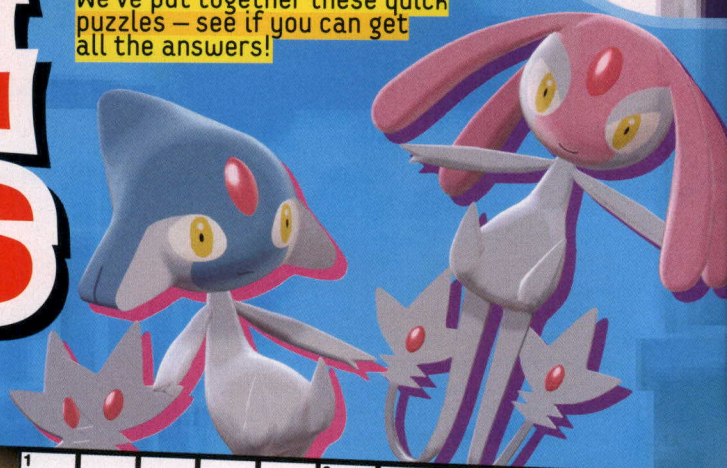
Admittedly this is more of an 'otaku' (a sort of obsessive fan) thing to do, and is actually frowned upon by most Japanese people. Regardless, many of these fans are passionate about what they love and dress up accordingly.

This is not to say that they go to work wearing a Pikachu outfit, because that would be crazy. Instead you will be sure to see them at the numerous manga, games, model and anime fairs across the country (with the Tokyo Game Show being one of the biggest hosts to this, with special designated areas for fans to show off their costumes).

Many people accuse these fans of being particularly 'sad', but that is not the point. They dress up as whoever they like because they are passionate about their interests, and that can hardly be a bad thing!

POKÉ PUZZLES

Here's the place to test your brains on the world of Pokémon! We've put together these quick puzzles – see if you can get all the answers!



Battle Revolution Crossword

Here's a cool crossword with 20 clues to find, all of them based around the brilliant *Pokémon Battle Revolution* Wii game.

Across

1 What a lovely day! With Sashay as leader here, the second round you play turns the Colosseum into a baby Pokémon battling area! (5,4)

5 Staring at the skies is great fun in this Colosseum. (8)

7 Well, these monsters are why we're all here. (7)

8 You can transfer Pokémon to this DS game. (7)

11 In this Colosseum you are in a Knockout Battle, its leader is Taylor. All towns have a place like this! (4,6)

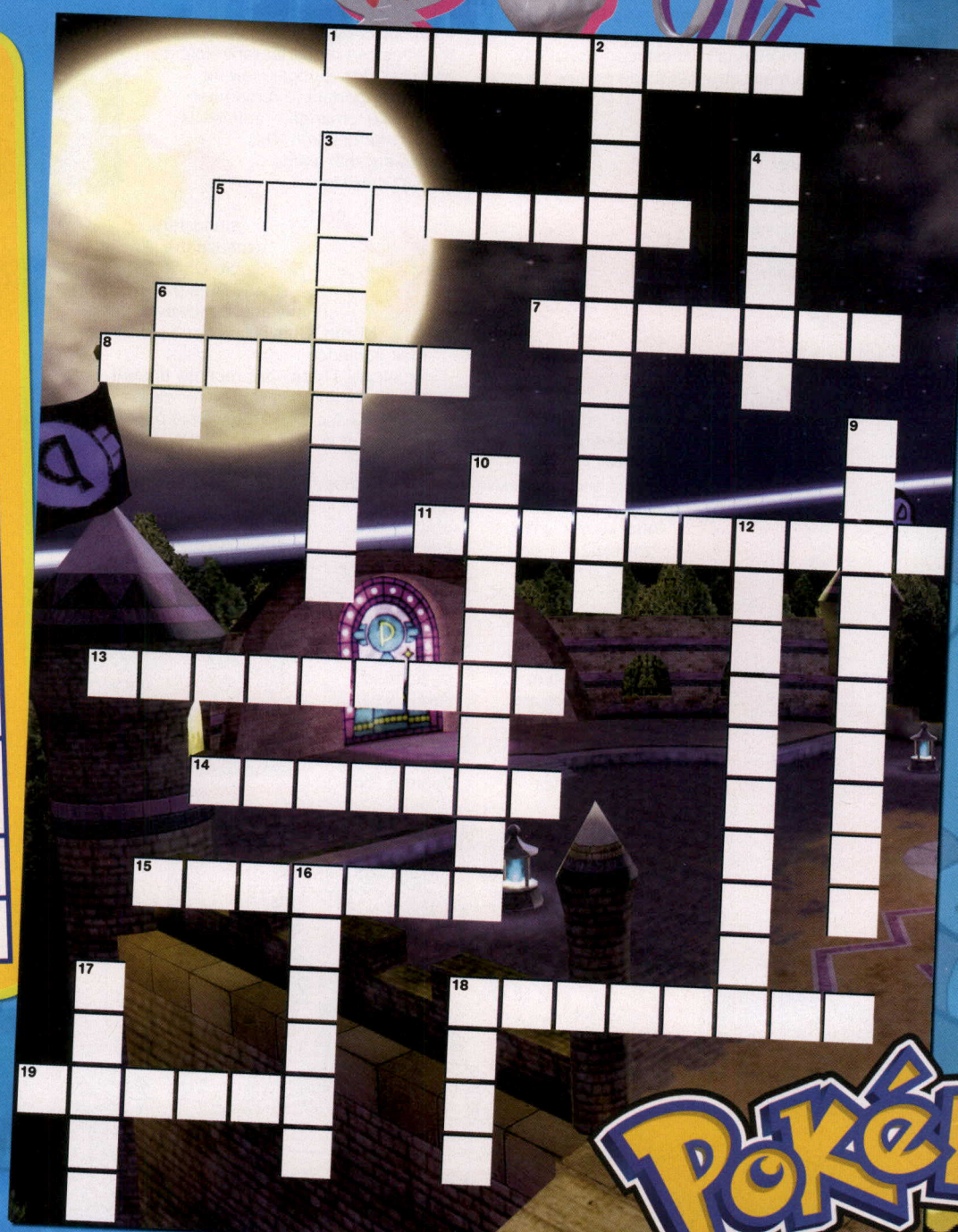
13 You are in a Knockout Battle in this Colosseum, you must battle 100 Trainers in round two! (9)

14 The leader of this Colosseum is Joe. You may only enter with Pokémon from the Rental set. (7)

15 Battles are done in a 16 person tournament style in this one, you unlock it by defeating the Waterfall Colosseum. (7)

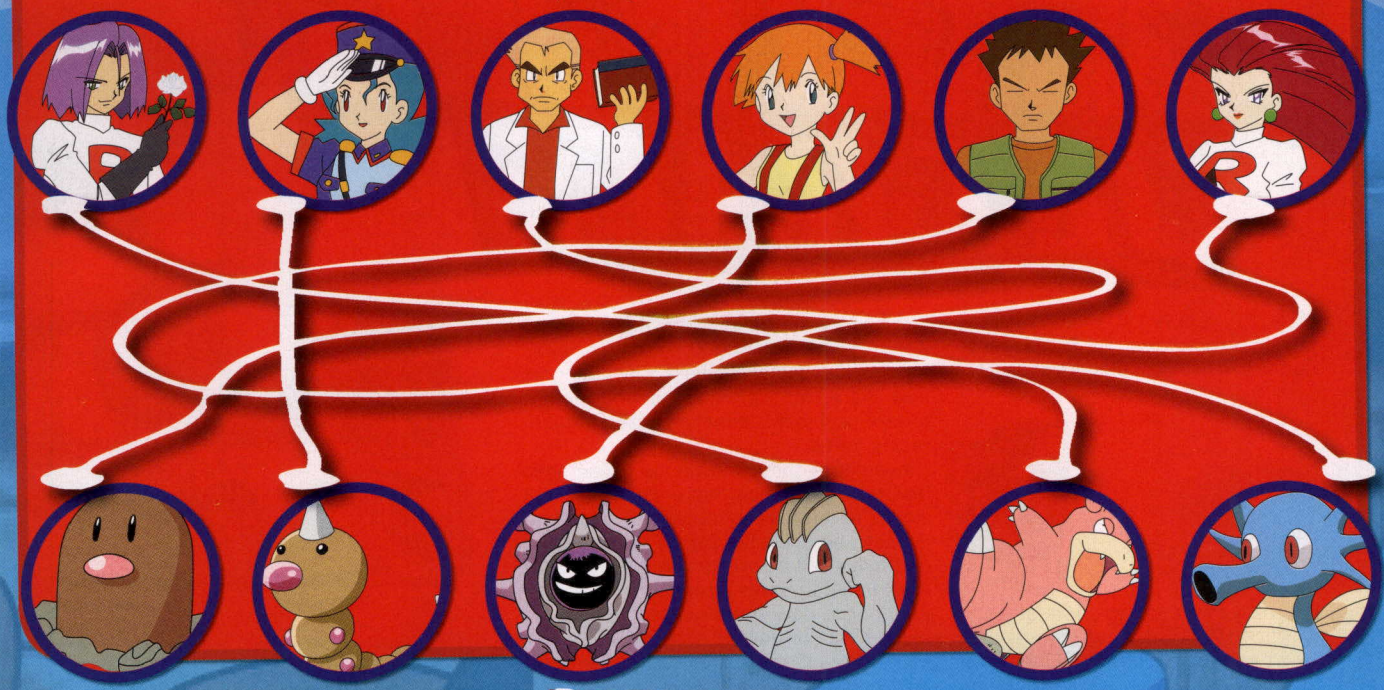
18 They make the best Pokémon games! (8)

19 It's the name of the game (see 12 down). (6)



Monster Mix-Up!

These six Pokémon Trainers were taking their Pokémon for a walk when they all got mixed up! Can you work out which Pocket Monster belongs to which Trainer? They'll all get really angry if they go home with the wrong one!



Down

2 This is what you use instead of money. (11)

3 A Fire Pokémon with Charcoal to use and special moves Flamethrower, Psychic, Hyper Beam and Solar Beam. (9)

4 A fiery place to be, this Colosseum is unlocked by defeating the Sunny Park. Terrel is the leader. (5)

6 It's the console we all love playing on! (3)

9 An Electric Pokémon that uses Magnet and has special moves Thunder Punch, Ice Punch, Cross Chop and Earthquake. (10)

10 In this wet Colosseum, your Team Order is decided by the opponent, Marina is the leader. (9)

12 It's the second part of the name (see 19 across). (10)

16 It happens at the end of each day, and 12 Pokémon are randomly generated here. (6)

17 You can also transfer Pokémon to this DS game. (5)

18 Just like Blackpool Illuminations, in this Colosseum, Team Order is decided by Roulette. (4)

Dragon-Type Shadows

So you think you know your Pokémon, do you? Well, let's see if you can identify these Dragon-Types just from their shadows.

DONKEY KONG™ JET RACE

Format Wii • **Price** £39.99
Publisher Nintendo • **Game type** Arcade racer
Release Out now • **Info** Four players at once!

What do you imagine would happen if you gave a bunch of monkeys some high-powered barrel rockets? Well, there's no need to ponder – Nintendo has done it for you!

We really love monkeys here at Pokémon World but sadly there just aren't enough monkey type Pokémon to satisfy our needs. Luckily Nintendo has rafts of great monkey characters in its back catalogue, and it has crammed them all into a racy new game for Wii – this is *Donkey Kong Jet Race*!

Along with Mario, Donkey Kong is one of Nintendo's oldest and most loved characters. Since his first appearance way back in the arcades of the 1980s, Donkey Kong has picked up a bunch of sidekicks from the various Super Nintendo games that he has starred in. Diddy Kong, Lanky Kong, Tiny Kong, Dixie Kong, King K Rool, Kludge, Kalypso and others – including four new characters – are lined up and ready to take part in this banana-packed arcade racing game.

If you have some knowledge of Nintendo history you will know that a game very similar to this was supposed to release on GameCube using the *Donkey Kong* bongos controller, but it never made it to the shops. Well, that game was turned into this, and the bongos have been replaced with the unique Wii controllers, although controls are kept simple to make the racing adventure accessible to all. It's all about shaking in the right way! With one controller in each hand you must shake the Wii Remote and nunchuk together to accelerate your jet-powered barrel. Shake one or the other to turn left or right and shake either in an upward motion to jump and press buttons for attacks or to use items you've picked up from the race track. Like many Wii games, this all sounds much more complicated than it really is – we soon got the hang of things but occasional crashes are to be expected.

The game boasts 16 courses altogether with a mixture of terrain to cover including the beach, a volcano, mountains and jungle and although you mainly get to travel by jet barrel, you will also get to whizz along in minecarts, slide on toboggans and sit astride Rambi the rhino and Enguarde the swordfish – two friendly creatures from the *Donkey Kong Country* games that don't mind monkeys on their backs!

Donkey Kong fans will enjoy seeing all his SNES sidekicks back in action again. There are so many Kongs now!

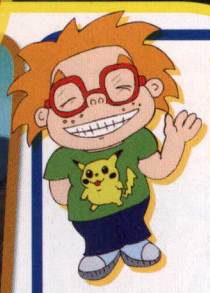
SOMETIME LAST CENTURY...

Ask your dad about this one... it's a Nintendo *Game & Watch*, multi-screen Donkey Kong flavour. This was Kong's first handheld computer game, and on Christmas Day 1982 this was incredibly exciting!

Just like any karting game you may have played in the past, success is all about grabbing the right items and making use of them to give yourself an advantage over your mates. The pick-ups are dotted around each track in either blue or red balloons. Blue is for offensive items like pineapple launchers, mega TNT

Look at those bananas fly! You need to constantly pick up more of the yellow fruit to increase the barrel boost – then you can whizz forward at a good pace!

2nd Opinion



This game was originally meant to be released on GameCube with bongos used to control the action but that was scrapped. Now it's finally made it onto Wii and while there is some short-term fun to be had from Donkey Kong's barrel antics, there really isn't a lot of staying power in *Jet Race*. It's maybe a game to rent rather than buy. Get some friends around for a *Donkey Kong* party, play this all night, then take it back to shop as you'll have seen all it has to offer!

Stu Yew

Woah! Racing a jet-powered barrel through a fiery volcano landscape is tricky stuff! Do you have what it takes to be a winning monkey in this game?

shallow old GameCube game that has been forced out on Wii just to make use of the game designs. They think it might have been better a couple of years ago with bongo controls – and find it annoying that even if you have the bongos, you can't use them to play this. To others it's a whole banana bunch of fun with colourful graphics, exciting levels and the ability to really get you working up a sweat with all this Wii Remote waggling you'll need to do to get these barrels up to speed. What we suggest is that you try it for yourself and see what you think!

barrels and whirlwinds and red is for power-ups like blazing bananas that slow racers down, crystal coconuts for invincibility and parrots that stop other racers from using wild moves on you. Bananas are always worth picking up too – they power up a barrel booster that propels you ahead of your monkey-racing pals.

Starting out in Practice mode to gain important console skills you can then work through Candy's Challenges. The lovely Candy Kong needs you to be very precise to win her favour though. You'll need to break a certain number of objects in a race, for example, or make sure you complete a track before a certain racer to tick challenges off her list. Then comes Cranky's Flight School, Time Trial and Grand Prix mode, unlocking new characters and difficulty levels as you progress. There's certainly lots of options here to play through, albeit the same options we've seen in hundreds of racing games before.

Donkey Kong Jet Race is a game that has the videogaming world divided. To some it's a

+ Points It's the first time Donkey Kong has been seen on Wii, so welcome to the new console our old monkey pal. There are lots of characters crammed into the game, some of which haven't been seen for years!

- Points Sadly the racing experience is a little bit slow at times and the controls that were originally meant for bongos can often frustrate. Movement often feels like it's on-rails so you have little control over the action.

Final comments It's always tricky moving a game from one console to another. *Donkey Kong Jet Race* is okay for a one-night party play experience, but there's not much here to keep you wanting to come back.

POKÉRATING

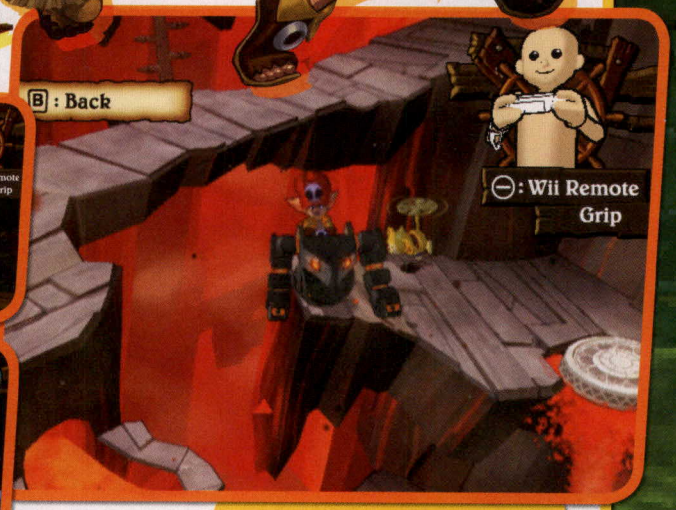
7/10

TEXT YOUR FRIENDS NOW!

Donkey Kong Jet Race is a great reason to get some mates around to your house for some energetic remote waggling fun! Four players can race at once, with a map conveniently positioned in the centre of the screen. It's better than any workout down the gym!

Zack & Wiki™

Quest for Barbaros' Treasure



Format Wii • **Price** £39.99
Publisher Nintendo • **Game type** Platform
Release Out now • **Info** One player only

It's been a while since we played a good swash-buckling pirate adventure, and this new Wii game delivers an exciting tale of the high seas in a colourful and inventive way

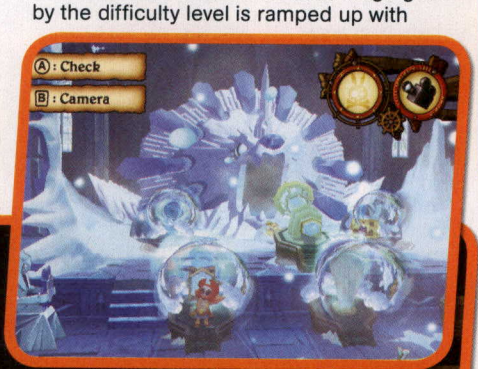
Legend has it that a revered pirate called Barbaros stole the world's treasure and buried it on a remote island. Stories of this treasure have been told down the ages but no one has ever found the stash, although many have tried. The latest treasure hunter is Zack, a pirate apprentice who finds the talking skull of Barbaros himself to help in his quest, but first he must lift the curse on the skull. Exciting stuff!

So the entire game is about searching for the pirate ship and ultimately the treasure island and being a Wii game there are innovative ways of manipulating your surroundings – turning keys and door handles with a twist of the Wii Remote, playing a piccolo by putting the remote to your lips – things normal games console can only dream about!

Puzzles start out quite simple to ease you in to the adventure, but as each stage goes by the difficulty level is ramped up with more key items to be found and tricky situations to overcome. There's no shortage of exciting locations to play through – Volcano Cavern, Frozen Temple, Airship and Jungle Ruins are bursting with detail and each has sub-areas creating one intricate game. The end-of-level bosses come with their own set of puzzle-based battles to confound you too.

Great stuff Capcom – we just can't put this game down!

The levels are full of interesting and challenging puzzles to solve and then there are end-of-level bosses to defeat to add some extra spice!



Need to know what to do to get Zack out of a tight spot? Well, the on-screen helper will soon show you how you should be waggling your Wii Remote.

THE WAY WE WII

Zack & Wiki: Quest For Barbaros' Treasure is one of the best examples of what the Wii can do. Objects can be moved, keys turned, handles grabbed and bells shook, all with just a flick of the wrist. All with on-screen instructions for novices too.

+ Points A showcase game for the Wii – lots of innovative use of the Wii Remote and gameplay that has been specifically designed with the console in mind.

- Points There really aren't many negative points to write about!

Final comments You're really going to have a good time with *Zack & Wiki* – it's a game that challenges and rewards you in equal measure. While it won't take forever to complete, there are all kinds of hidden bonuses to uncover to keep you coming back for more. Well done Capcom, great job!

POKÉRATING

9/10

BOULDER DASH® ROCKS!™

Format DS, PSP • **Price** £29.99
Publisher Electronic Arts • **Game type** Arcade
Release Out now • **Info** New multiplayer modes

Having infuriated a generation of gamers back in the Eighties, Boulder Dash is back on both DS and PSP for some rock-falling madness!

Games in the 1980s were either black and white boring efforts, or had one simple theme that captivated players from their first go. *Boulder Dash* was in the second category – a game where you played a little fella called Rockford, all you had to do is collect diamonds and avoid falling rocks. Sounds so simple, but when you discover that as you move around you chip away at your surroundings and can cause rock falls and chain reactions, things start to look a little more tricky.

It's not just about avoiding the rocks either. Each level has enemies that you need to crush by using the rocks to your advantage, then there are keys you will need to make your way to, and mystery blocks that could spring a nasty surprise on you – with the ultimate goal to reach the exit of the level before the timer runs out.

The graphics may have been brought up-to-date, but the gameplay is infuriatingly true to the original.

Well, 10tacle Studios, working with Electronic Arts, has remade the game for modern handheld consoles. Both versions feature a multiplayer mode, a story mode, time trial and double dash plus both PSP and DS have exclusive modes with the PSP even having a 3D version of the game – that's a lot of modes!

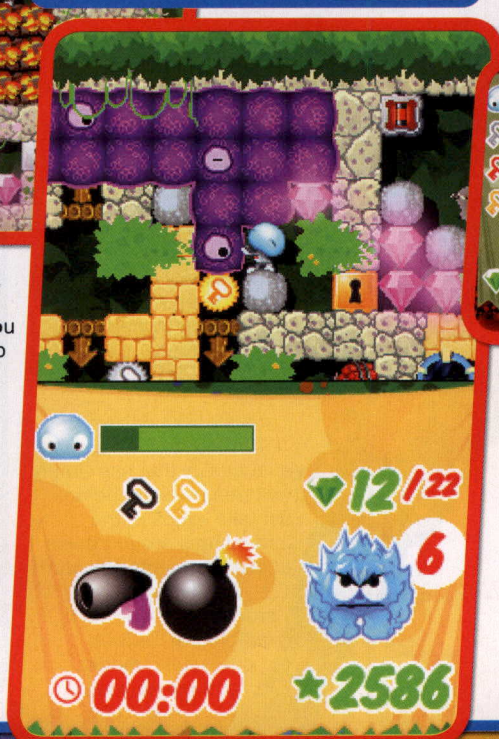
There are a few useful tools dropped around the game that can help out – bombs can make disposing of enemies easier and special lazer guns can be loaded with ammo that destroys rocks, can freeze enemies and even pull diamonds that are out of reach towards you to make grabbing them a piece of cake!

While the central theme of the game remains the same throughout, there are in fact four worlds to conquer – Jungle, Lava, Water and Netherworld – with more than 130 levels in total. It's the perfect game for grabbing a quick go while you wait for the bus with short, sharp gameplay rather than a lingering hardcore adventure. It's really good to see Rockford and *Boulder Dash* getting a new lease of life.

AN ARCADE ORIGINAL

Many of you young 'uns won't know what an arcade is we expect. They were dark places where teenagers would gather to play games and listen to Adam And The Ants back in the Eighties. This was where *Boulder Dash* started out its life.

There are some nice little puzzles in the game, ones that can keep you busy for hours. Perfect for pick-up-and-play gaming.



+ Points 130 levels of tricky gameplay to master. Lots of different ways to play, including exclusives for each console.

- Points Because the theme was always so simple, some player might find it a bit boring after a while.

Final comments This is one of those games that once you pick it up and start playing, you won't be able to put it down for hours!

POKÉRATING

7/10

Dynasty Warriors 6

Format Xbox 360, PS3 • **Price** £39.99-£49.99
Publisher Koei • **Game type** Beat-'em-up
Release 7 March • **Info** Set in Ancient China

It's the sixth instalment of the Dynasty Warriors series and it's never looked so good. Are you ready for some hack-'n'-slash fighting action?

Set for release on Xbox 360 and PlayStation 3 around the time this issue hits the shops, Koei has a super-slick beat-'em-up on its hands with *Dynasty Warriors 6*. The game is actually based on a famous Chinese novel entitled *Romance Of The Three Kingdoms* by Luo Guanzhong and takes the fighting series to new heights with characters that can climb, swim, row in boats, smash down walls as well as create unlimited combo moves using the Renbu fighting system.

Just look at the size of that weapon! It's not the sort of thing you want to be on the wrong end of in a battle!

Packed with exciting characters and special moves, this is a fighting game fan's dream come true!

Renbu is the way the game rewards players for keeping a continuous barrage of attacks up. The longer your combo goes on for, the higher the Renbu gauge goes, rewarding you with new moves as it does. Take a hit though and the Renbu gauge drops back again. This creates an incentive to be precise with your blows and not simply button bash as is tempting in so many fighting games.

The next-generation consoles really give the *Dynasty Warriors* series a new lease of life with a visual quality that has simply not been possible before. Just take a look at the screenshots around these pages – breathtaking stuff! The depth of the storyline and the vast amount of options, characters, modes and moves make this one of the most comprehensive fighters around. You can choose to play in Musou Mode where you select one of nine characters from the Three Kingdoms and must unlock 17 storylines as you battle, or there's a Free Mode where you get the full quota of 41 characters in your selection box.

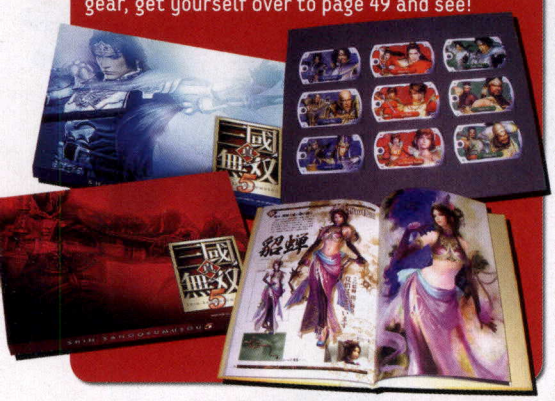
2nd Opinion

Do you like your games fast-paced? Well, you'll get a thrill from this one then! Enemies come at you thick and fast from the very start, you hardly get chance to breathe! But that's what it's all about – fast action fighting. You even get rewarded for making sure you don't waste a hit. The longer the combo move you create, the quicker the special bar goes up and the more moves you can do! I think with a few friends around for some multiplayer gaming, this is going to be a blast! Highly recommended.

Stu Yew

LIMITED EDITION GOODIES!

Over in Japan they just love to celebrate the release of a new videogame, and Koei has lined up some extra special goodies for fans of *Dynasty Warriors*. There are metal plates of each character in a presentation box and art books that showcase the brilliant artwork that the series has become famous for. Want to win some? Koei has given us some of this excellent gear, get yourself over to page 49 and see!



Pick your favourite stage and concentrate on leveling up your character's abilities and weapons. Then when you get bored with these modes (ooo, after about two years of non-stop play we think) there's a Challenge Mode with objectives you must achieve against the clock, Database mode where you can see the history of *The Three Kingdoms* and biographies of many characters and Camp where all the new skills are showcased so that you can study them with the hope of mastering them all.

This is a brilliant update of the *Dynasty Warriors* series and a must for all fans of frantic hack-'n'-slash fighting games. Previous versions on PlayStation 2, Xbox and PC sold over 1 million copies each, and we fully expect this one to go on to do just as well. Whether you're in the Xbox 360 or PlayStation 3 camp, the games are much the same – so go on, give it a knock-about with a few mates – it's a great night in!

ENEMY INFO Displays your current enemy's name, the army they belong to and their life.

MORALE Find out the morale of your enemy by watching this bar. Blue: Allied, Red: Enemy, Yellow: Third party.

CHAIN This is the number of attacks you have managed to string together, the higher the chain the more the Renbu Gauge will fill up.

MAP Keep track of the local area and the whereabouts of armies using this handy map.

RENBU GAUGE This fills up by continually attacking the enemy, increasing the Renbu Rank when full.

TEMPORARY ITEM TIMER When using an item these icons will flicker and go out when it's used up.

K.O. COUNT The number of enemies you have defeated is shown here.

If there's one word you could use to describe games like this it's 'frantic'. That's what it's all about – insane battle action!

+ Points 41 characters to master, lots of modes to play through, fantastic next-gen graphics –need we say more?

- Points It's not everyone's cup of tea. If you're used to slower, more strategic fighting games then you're not going to like this one.

Final comments Koei and developer Omega Force have a reputation for creating exciting fighting games and this one has delivered on every level. Grab a copy today!

POKÉRATING

10/10

SONIC RIDERS ZERO GRAVITY™

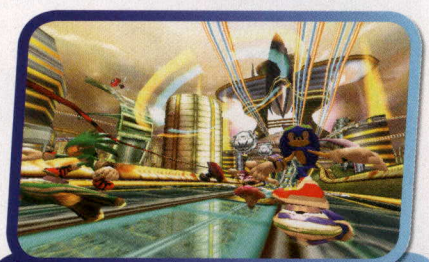
Format Wii, PS2 • **Price** £39.99
Publisher Sega • **Game type** Arcade racer
Release 22 February
Info From Sonic Team!

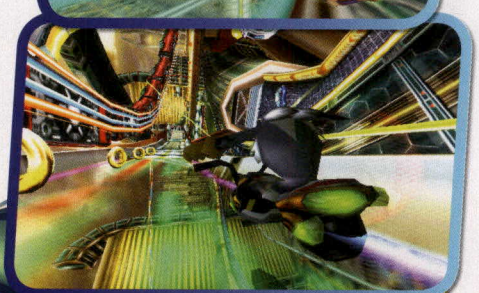
You wait ages for a fast-paced racing game packed with familiar characters then two come along at once!

We've already given out verdict on *Donkey Kong Jet Race*, now it's the turn of Sonic the Hedgehog. Whereas the Donkey Kong game has previous game-inspired levels and kind of unrealistically puts the monkeys riding jet barrels, this new Sonic racer is what they call 'futuristic-inspired'. What this means is that the tracks are set in outer space with some rip-roaring speed to get your head around, some playful use of gravity and a game that we think works well on the Wii with its cool controls, but not so well on PlayStation 2 with the analogue joystick.

It's a hoverboard racing game, but of course there has to be a story behind it all... Sonic, Tails and Knuckles have been alerted to the fact that robots from MeteorTech are attacking cities all around the world – starting with Megalo Station. The trio set out to stop them and retrieve the legendary artefact the 'Ark of Cosmos' that gives the ability to control gravity. They soon find themselves up against a team of thieves called the Babylon Rogues and must take them on in an Extreme Gear hoverboard competition.

There's a host of 18 cool Sega characters to choose from in *Sonic Riders: Zero Gravity* and they are split into Speed, Fly and Power types. There's Sonic, of course, for speed along with Jet the Hawk, Amy Rose, Shadow the Hedgehog, Blaze the Cat and Amigo. Tails is first in the fly category with Wave the Swallow, Cream the Rabbit, Rouge the Bat, Silver the Hedgehog and flying jester NiGHTS. Then leading the power bunch is Knuckles the Echidna with Storm the Albatross, Dr Eggman and Billy Hatcher. Wow, I bet you didn't know Sega had so many characters in its arsenal did you? The upshot of all this? Well, of course they all play much the same with some adjustments made for speed and agility. There's a couple of unique moves to learn though – a Gravity Dive sucks the racer towards a giant black hole down the





It wouldn't be Sonic without collecting rings as you ride along. In this game they build up your Gear Change meter for upgrading the kit.

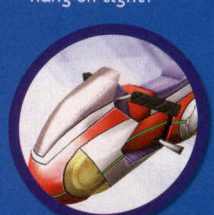
SONIC'S GREAT GEAR PARTS...

Options galore – there are six types of Extreme Gear to choose from, and each can be upgraded by collecting rings from around the tracks.

BOARD
This is the standard option with a special Sonic version called Chaos Emerald.

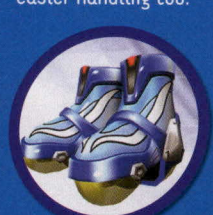
AIR RIDE
The flying gear, this one can take off from catapults and glide through the air.

BIKE
Smashing through objects is the speciality of this gear – hang on tight!



WHEEL
Can also smash through obstacles, but this one can also do drift turns.

SKATE
Fancy a bit of grinding like a skateboard or rollerblades? Has easier handling too.



YACHT
Great for flying with a special Magic Broom version perfect for distracting others.

2nd Opinion

It's good to see Sonic and co back in their own game, but why the hoverboards I ask myself? I would dearly love to see the original *Sonic The Hedgehog* on Mega Drive brought up-to-date on Wii or Xbox 360. I'm not talking in 3D here either – more games companies should embrace the 2D side-scrolling game, saving the 3D for special visual effects as you race along rather than insisting that all characters now have to be solid and chunky! Ahh, 2D sprites. Don't you just love 'em?

Stu Yew

There's nothing technically wrong with the PS2 version of the game, but we can't help thinking it was made for Wii.

Sonic and Tails have been busy lately, what with this and the *Olympic Games* outing reviewed on DS in this issue.

WHERE WERE YOU IN 1991?

A twinkle in your dad's eye we expect, but some of us were playing *Sonic The Hedgehog* on the Mega Drive! This is the game that launched the spiky blue streak's gaming career, but we never dreamt he would appear on a Nintendo console 17 years later!

If you get travel sick then you'd better take some tablets before playing *Sonic Riders: Zero Gravity*. Some of these tracks are made for the sick bag!

track and acts as a kind of speed boost and Gravity Control flips around the gravity forces on the course opening up new tracks to take advantage of. The gravity elements in particular make us think that this game has been specifically developed for Wii as a flick of the wrist make the characters change direction in a fluid way, you feel that the PS2 game came along later in an attempt to widen the net of gamers for Sega.

The hoverboards are known as Extreme Gear and there are nine different types in all. There's a standard Board style, a Skate style for better grinding and easy handling, Bike style that makes smashing through objects easier and Air Ride style can be fired from catapults and glide. We've put together a box full of info on these for you, take a closer look! These boards can be upgraded too in a method called Gear Change. You need to collect as many rings as you can as you race (ahh, some things never change in Sonic games!) and eventually your gear will gain an upgrade. Some types of gear can be upgraded three times during a race by the press of a button with the look of your Extreme Gear, top speed, increased Gravity Points Gauge or a transformation to another gear type all happening at lightning-fast speeds.

And it's speed that this game is all about. Everything moves at a okay pace, but we were surprised that the game wasn't actually faster than it is, particularly when you get the Gravity Dive working well. In a similar way to *Donkey Kong Jet Race* this game is a racer that feels a bit slow at times. Of course, if you're a gamer who can't handle the lightning-fast pace of games like *F-Zero* or *WipEout* then you will feel much more comfortable with this.

+ Points Absolutely packed with characters and upgrade options.

- Points Controls are tricky at first and like *DKJR*, it can feel a bit slow when all you want is speed!

Final comments It's good to see Sonic back being zippy, but isn't he supposed to run, not hoverboard?

POKÉRATING

NICKELODEON SPONGEBOB'S ATLANTIS SQUAREPANTIS™

Format Wii, DS, PS2 • **Price** £29.99-£39.99
Publisher THQ • **Game type** Adventure
Release Out now • **Info** 'Director's Commentary' by SpongeBob!

Yeah! Everyone's favourite sponge-based TV star is back on a console near you! Is this a game to soak up, or one to leave drying out on the game shop shelf?

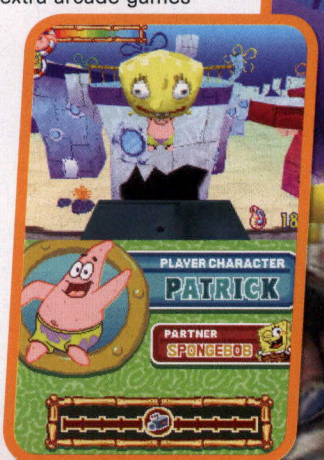
So you're a fan of *SpongeBob* eh? So you'll already know all about *Atlantis SquarePantis* – it's an episode of the hit TV show, and has even been released on DVD in the States. Well, now THQ has created the game, of the DVD of the episode... or something!

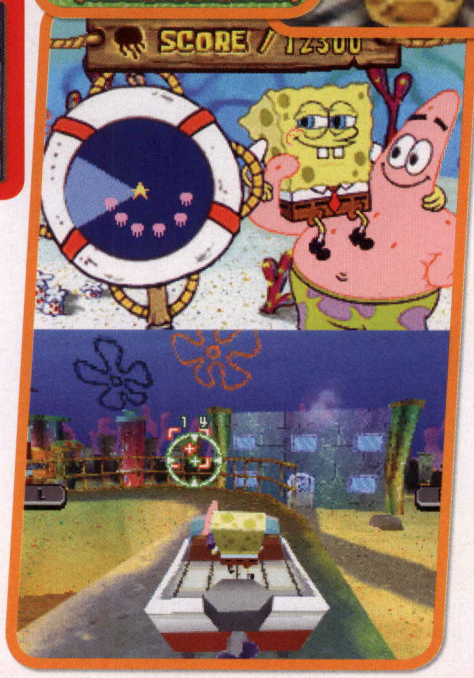
You can think of this as a kind of party game – it's a mixture of mini-games loosely themed around scenes from the show. SpongeBob and Patrick somehow stumble upon a magical amulet that leads them to the legendary city of Atlantis. Uncovering the treasures of this long-lost city, SpongeBob hopes to find the World's Oldest Bubble, but Plankton is out to stop him. So it's on-board the magical bus and off they go!

Six characters from the *SpongeBob* universe are playable in all versions of the game – SpongeBob, Patrick, Sandy, Squidward, Mr Krabs and Plankton – and they come out to play in vastly differing levels. Plankton is riding atop an ice cream firing tank, for example, while Sandy throws ping-pong balls. Once again, it's probably the Wii game that works the best as using the Wii Remote on some levels becomes a kind of shooting gallery that's great fun. It has to be said though, much of the game becomes repetitive very quickly with very little to do in each section, and the fact that you must do it over and over again!

There are some neat extras tucked in though – you can unlock a 'Director's Commentary' by SpongeBob himself on the home console versions, and there are extra arcade games to find along with accessories, outfits and expressions to customise SpongeBob with. Sadly, all this just isn't enough to save the game from the 'cash-in' category. There have been some brilliant *SpongeBob* games in the past, but this is one that's probably best kept for a one-night rental rather than a £30 purchase.

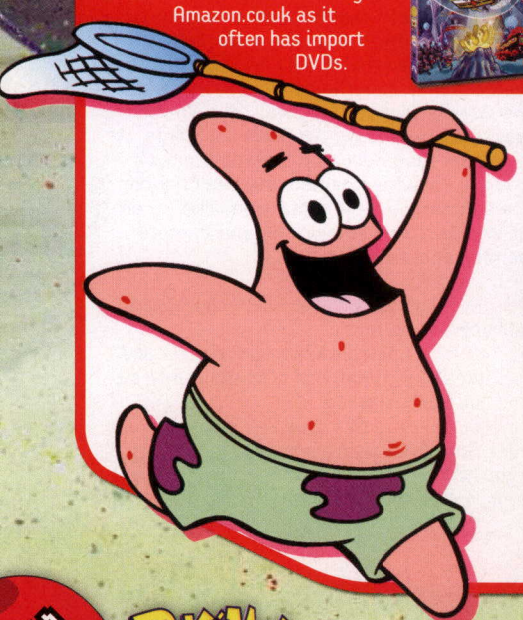
Do you fancy joining all your favourite *SpongeBob* characters as they travel on the magic bus to Atlantis?





NOW WATCH IT ON DVD!

THQ may have missed the mark with this *SpongeBob* game, but you can always grab yourself the DVD that the game is based on. It's available in the USA – try Amazon.co.uk as it often has import DVDs.



+ Points Fans of *SpongeBob* will get a good dose of his madcap antics with some great graphics on all the consoles.

- Points Much more time and effort needed to be spent on making sure that there's a game underneath all the mini-game tomfoolery, as it is it's just a disjointed selection of bits and bobs.

Final comments We really want to love all *SpongeBob* games as we're big *SpongeBob* fans here, but sometimes you just have to stand up and say 'I think I'll rent this one thanks!'

POKÉRATING

6/10

Also available this month...

Mario & Sonic At The Olympic Games

Format DS • Price £29.99
Publisher Sega • Game type Racing
Release Out now • Info With 23 characters!

We don't know why the DS game is so far behind the Wii release that we reviewed before Christmas, but it's finally out this month. This is a brilliant handheld conversion of the Wii original too, losing virtually nothing that made that game a success. It works best as a multiplayer game in our opinion with lots of options to keep you and your friends battling it out for hours. There are missions to complete, records to break and challenges to rise to – all with the scribble of the stylus on the touch screen. An excellent game all around!

9/10

The Destiny Of Zorro

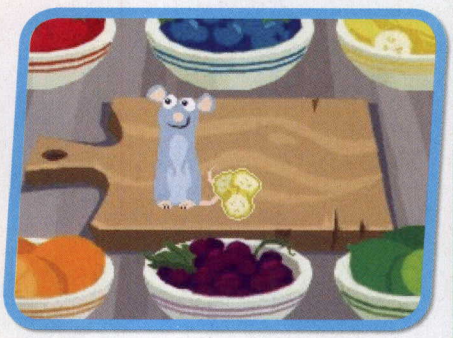
Format Wii • Price £34.99
Publisher 505 Games • Game type Fighting
Release 15 February • Info Make a 'Z' on Wii!

The Wii's remote could have been made for a *Zorro* game if you think about it – carving out a 'Z' in the air to make the man himself swish his sword is very satisfying. It's a bonus that the game behind it has lots to offer too. Set in the sun-scorched deserts of Spanish California in the 1800s there's lots of swashing and plenty of buckling to be had here. 505 Games has set out to make this a family-friendly adventure, building on the storyline of the Hollywood movie and exploring the Zorro character in more depth. Well worth checking out.

8/10

Ratatouille: Food Frenzy

Format DS • Price £29.99
Publisher THQ • Game type Adventure
Release 15 Feb • Info Second game of the movie!



It's strange when new games come out a long time after the original movie they're based on was in the cinemas. It often tells us that the game isn't going to be much cop. While we wanted to love the new *Ratatouille* on DS, it just really doesn't cut the mustard, to use a suitable food phrase! They've gone for a strange graphical style that has no relation to the original look, and it's simply a collection of mini-games – a bunch of which were in the first *Ratatouille* game. No, sorry, if you want us to spend another 30 quid, we need more than this!

5/10

FIFA Street 3

Format Xbox 360, DS, PS3 • Price £29.99-£49.99
Publisher Electronic Arts • Game type Sports
Release 22 February • Info Starring Ronaldinho!

There's *FIFA* if you want some serious football on your console, then there's *FIFA Street* for those who like to have a laugh at the same time. EA has turned 250 of the world's best players into caricatures of themselves and given them super-skills and heroic qualities! They split into Tricksters, Enforcers, Playmakers and Finishers so you can choose a player to suit your own style of play. If you remember playing *FIFA Street 2* a couple of years ago – forget it all! This game has been remade from scratch and improved upon in every area that counts. Top notch footy!

8/10

Geometry Wars: Galaxies

Format Wii, DS • Price £29.99-£39.99
Publisher Vivendi Games • Game type Arcade
Release Out now • Info More than 60 planets!

One of the joys of Nintendo consoles is the way that some games link together seemlessly, and Vivendi has done this with *Geometry Wars: Galaxies* – a conversion of an Xbox 360 Live Arcade game. Click the DS and Wii games together and you unlock lots of bonus content. It's good to see a more old-fashioned arcade shooter making it to the shops too, makes a refreshing change from 3D adventures and racing games. With hordes of alien enemies, co-op, multiplayer and a strong single-player mode the alien-bursting chaos will keep your trigger finger busy for hours!

9/10

Advance Wars: Dark Conflict

Format DS • Price £29.99
Publisher Nintendo • Game type Strategy
Release Out now • Info 1-4 players

If you're a serious Nintendo DS strategy fiend then you will already be well aware of the quality in the *Advance Wars* series. This new game has given it all a lick of paint, and actually made it a bit darker with tales of a meteor almost wiping out the planet and raging wars. There's brilliant use of the two DS screens and enough online and offline modes to satisfy every kind of strategy player. You can even design your own maps for the game and share them through Wi-Fi with like-minded players around the world! Not got Wi-Fi? Four players can play on the one console in a Free Battle.

10/10

WIN! WIN! WIN!

WIN! A NINTENDO Wii AND NiGHTS GAMES FROM SEGA!

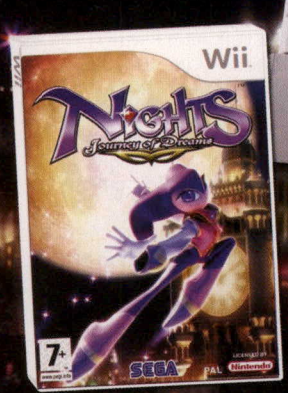
If you remember our review of *NiGHTS* a couple of months ago you will know that we think it's one of the greatest Wii games out there! Now you can win copies – and a Wii – from our friends at Sega!

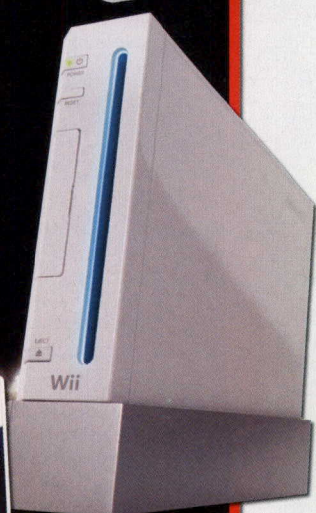
To have your entry put into the big hat all you've got to do is answer this question and email it to us at pokemonworld@imagine-publishing.co.uk naming your email 'NiGHTS Compo'. If you really must you can also send your entry in to the usual postal address, but the postman's back isn't what it used to me so he has asked for email to be the preferred option!

Which team at Sega Japan created NiGHTS Journey Of Dreams on Wii?

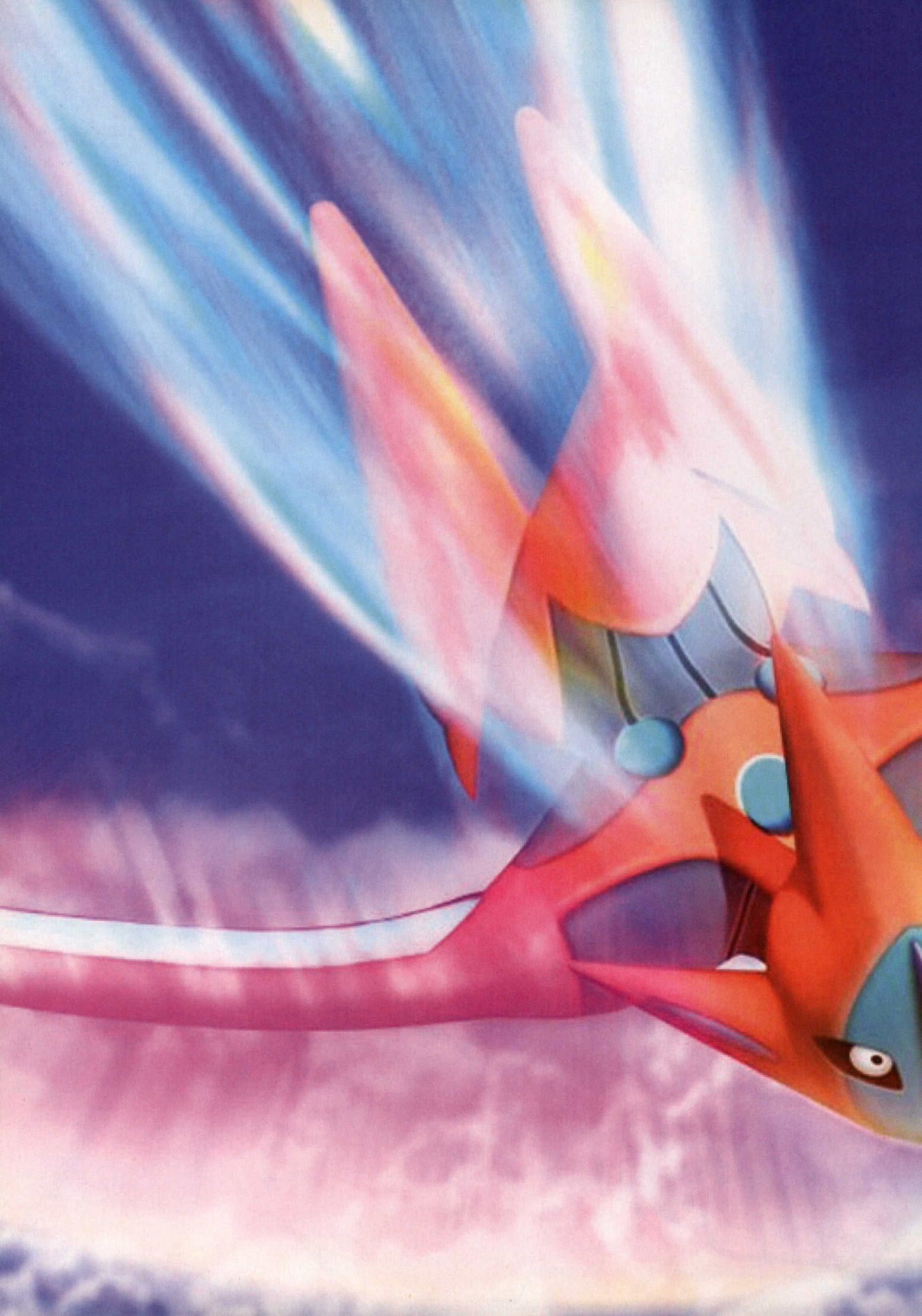
A. Sonic Team
B. Tails Team
C. Team Virtua

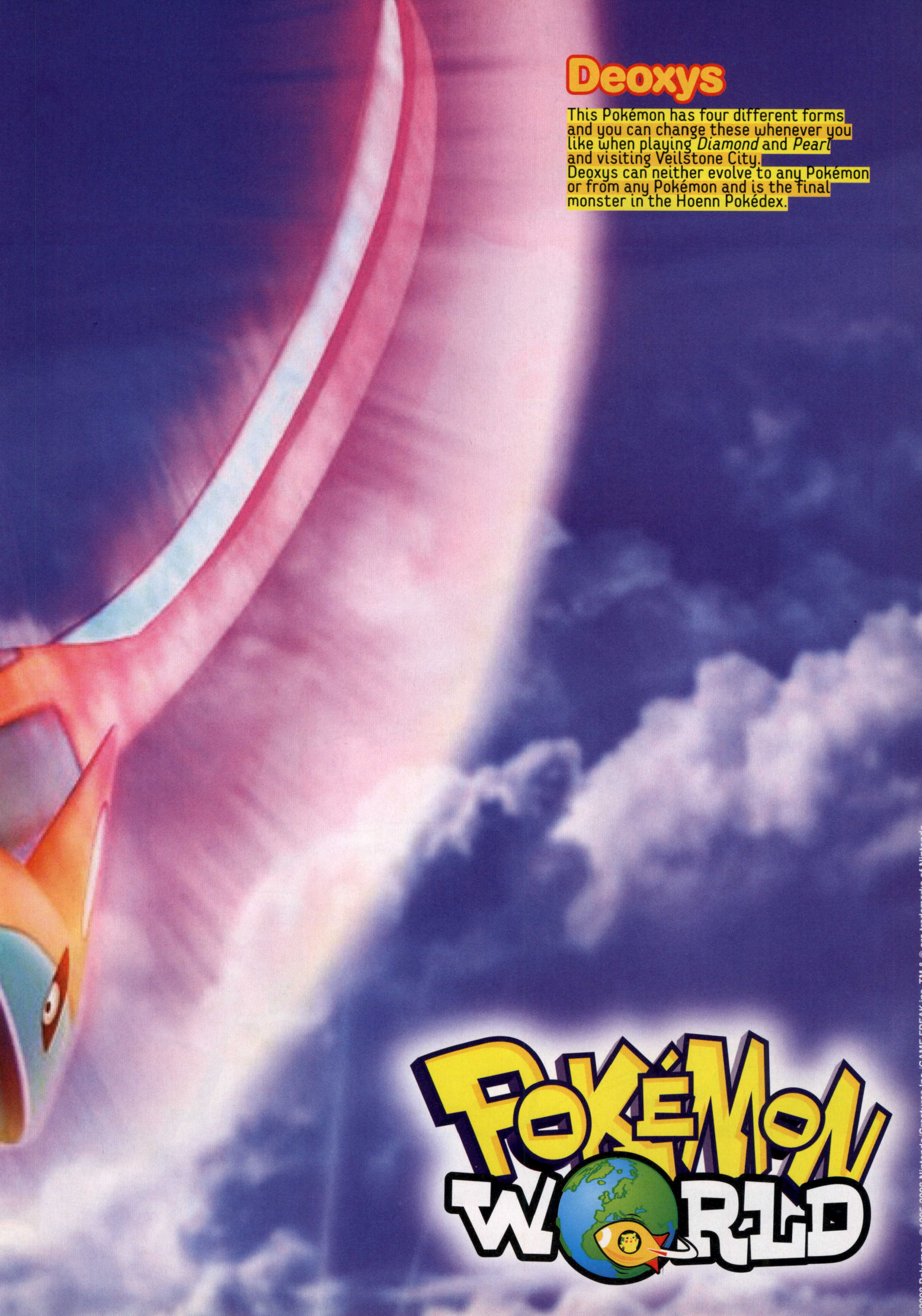
Please get your entries in by 2 April. Winners will be drawn at random. The best of luck to you!





Competition Rules
1. All entries must be received by 2 April 2008 2. There is no cash alternative 3. The publisher's decision is final and no correspondence will be entered into. 4. No employee of Imagine Publishing Ltd, Crispy Chicken Publishing or any company with products on offer within this competition is eligible to enter. 5. Only one entry per person, per competition. 6. By entering, competitors agree to be bound by the rules and requirements of the competition. 7. You may be sent news about products and opportunities from related companies. If you do not wish to receive such information, please indicate as such on your entry.




Deoxys
This Pokémon has four different forms and you can change these whenever you like when playing *Diamond* and *Pearl* and visiting Veilstone City.
Deoxys can neither evolve to any Pokémon or from any Pokémon and is the final monster in the Hoenn Pokédex.
POKÉMON WORLD

Capture Styler
Used by Pokémon Rangers for taking control of wild Pokémon and then in conjunction with the Capture Disc, Pokémon can be surrounded with a beam trail to create comforting feelings in the Pokémon so they are more inclined to help.

ÉMON
RLD

DQM™ DRAGON QUEST MONSTERS-Joker

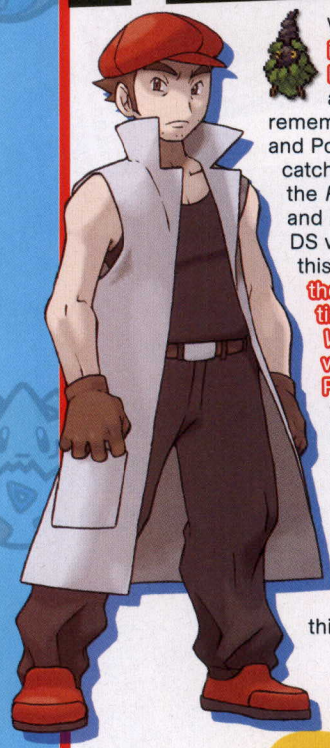
Are you wondering what that cool logo is on the front of your beanie hat free with this issue of Pokémon World? Well, it's a fantastic new game from Square Enix coming your way on 14 March...

Have you got what it takes to fight your way to the top with a team of the meanest monsters? *Dragon Quest Monsters: Joker* for the Nintendo DS provides the ultimate monster-hunting challenge with over 200 marauding monsters to collect and battle. Train your team to be the best by mastering countless spells and abilities, and crush all who stand in your way. You can also synthesise amazing new monsters that can develop rare new abilities.

Dragon Quest Monsters: Joker is not just about battling though. There's a colourful 3D world full of treasures and surprises to explore. On your travels you'll meet a cast of quirky characters that can help you make it to the top. There's fun to be had in multiplayer and online use too. Challenge your friends and their monster teams with DS Wireless Communication, or compete against players from North America and Europe in the Wildcard World Cup, via the Nintendo Wi-Fi Connection.

Next issue we'll bring you the full Pokémon World showcase review of this amazing new Square-Enix game, until then check out these screenshots and the website at www.dragonquestmonstersjoker.co.uk. Roll on the 14 March release date! ◎

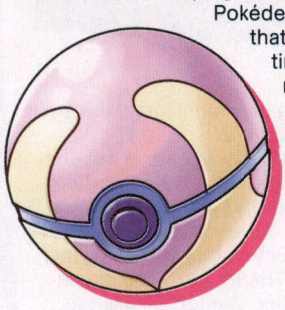
POKÉMON WORLD POKÉDEX CARDS



With 493 Pokémon in the full National Pokédex there are a lot of statistics to remember, facts to learn and Pocket Monsters to catch to truly complete the *Pokémon Diamond* and *Pearl* Nintendo DS videogames. With this in mind, we thought it was about time *Pokémon World* created its very own pack of Pokédex cards that you could cut out and keep for reference.

Last issue we brought you such classic monsters as Pikachu, Mew and Bulbasaur, this time we have another 18 randomly selected Pokémon, along with their National Pokédex numbers and descriptions. Then on the flip side of the card their sprites from the new games and older games if they were around then, their base statistics, appearances in the Pokémon Anime, location you will find them in the new DS games and finally their evolution chain.

We would love to know what you think about our new Pokédex card collection and whether or not you are actually cutting them out and keeping them in our special Pokédex card boxes that we print from time to time. Why not drop us a line at the usual **Pokémon World** address and let us have some feedback?



All the base stats are here for you to check out before using a Pokémon in the videogames.

We've given you the sprite from *Diamond* and *Pearl*, and another sprite either from the earliest game this Pokémon appears in, or its back sprite if it's a new one.

Believe it or not, you'll find the name of the Pokémon and it's National Pokédex number at the top of the card!

Want to know if this Pokémon has starred in the Pokémon Anime? Find out here! If it hasn't appeared we give you some other nugget of info.

Carnivine
National Pokédex No.
455
Type: GRASS
Classification: Bug Catcher Pokémon
Height: 4' 07"
Weight: 59.5 lbs
Ability: Levitate
Description: It attracts prey with its sweet-smelling saliva, then chomps down. It takes a while to eat prey.
Sprite: From Diamond & Pearl
Sprite: Shiny back sprite
Base statistics:
HP 74 ATTACK 100 DEFENSE 72 SP. ATT 90 SP. DEF 72 SPEED 46
Anime: A Carnivine is owned by James, it's a childhood friend of his he rediscovers at his old family mansion in Sinnoh. It's in the episode 'Two Degrees of Separation'.
Location: Carnivine are rare Pokémon in Diamond & Pearl. If you need one try looking around the Great Marsh area.
Evolution:
Basic
Carnivine

All the main info is on the front of the card – type, classification, height, weight, ability and the description from *Diamond* and *Pearl*.

We've given you the location of this Pokémon in *Diamond* and *Pearl* so you can find it for yourself!

Want to know the evolution chain for this Pokémon? You'll find it here along with how it evolves.

Magcargo

National Pokédex No. 219

Type: FIRE ROCK Classification: Lava Pokémon

Height: 2' 07" Weight: 121 lbs Ability: Magma Armor & Flame Body

Description: Its body temperature is roughly 18,000 degrees F. Flames spout from gaps in its hardened shell.

Staravia

National Pokédex No. 397

Type: NORMAL FLYING Classification: Starling Pokémon

Height: 2' 00" Weight: 34.2 lbs Ability: Intimidate

Description: It flies around forests and fields in search of bug Pokémon. It stays within a huge flock.

Ivysaur

National Pokédex No. 2

Type: NORMAL FLYING Classification: Seed Pokémon

Height: 3' 03" Weight: 28.7 lbs Ability: Overgrow

Description: When the bud on its back starts swelling, a sweet aroma wafts to indicate the flower's coming bloom.

Gastrodon

National Pokédex No. 423

Type: WATER GROUND Classification: Sea Slug Pokémon

Height: 2' 11" Weight: 65.9 lbs Ability: Sticky Hold & Storm Drain

Description: It has a pliable body without any bones. If any part of its body is torn off, it grows right back.

Banette

National Pokédex No. 354

Type: GHOST Classification: Marionette Pokémon

Height: 3' 07" Weight: 27.6 lbs Ability: Insomnia & Frisk

Description: A doll that became a Pokémon over its grudge from being junked. It seeks the child that disowned it.

Elekid

National Pokédex No. 239

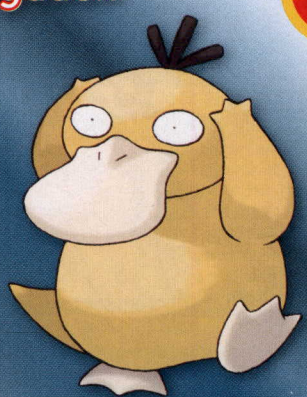
Type: ELECTR Classification: Electric Pokémon

Height: 2' 00" Weight: 51.8 lbs Ability: Static

Description: It generates electricity by whirling its arms. However, it can't store the energy it makes.

Psyduck

National Pokédex No. 54



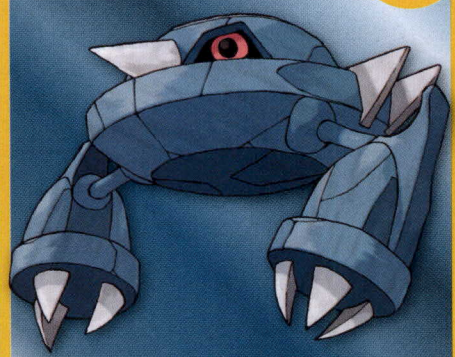
Type: WATER Classification: Duck Pokémon

Height: 2' 07" Weight: 43.2 lbs Ability: Damp & Cloud Nine

Description: If its usual headache worsens, it starts exhibiting odd powers. It can't remember doing so, however.

Metang

National Pokédex No. 375



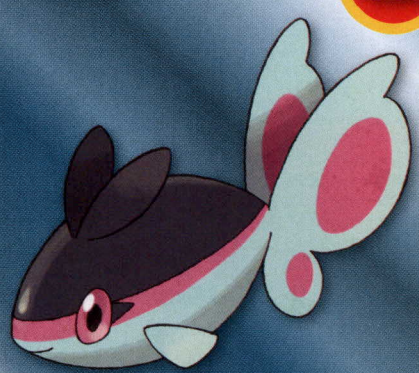
Type: STEEL PSYCHC Classification: Iron Claw Pokémon

Height: 3' 11" Weight: 446.4 lbs Ability: Clear Body

Description: It is formed by two Beldum joining together. Its steel body won't be scratched if it collides with a jet.

Finneon

National Pokédex No. 456



Type: WATER Classification: Wing Fish Pokémon

Height: 1' 04" Weight: 15.4 lbs Ability: Swift Swim & Storm Drain

Description: After long exposure to sunlight, the patterns on its tail fins shine vividly when darkness arrives.

Sprite: From *Diamond* and *Pearl*

Sprite: From *Red* and *Blue*

Base statistics:
HP 60 ATTACK 62 DEFENSE 63 SP. ATT 80 SP. DEF 80 SPEED 60

Anime: We first saw an Ivysaur in the cartoon series in 'Bulbasaur's mysterious garden' where lots of Bulbasaurs were seen evolving into Ivysaurs.

Location: Ivysaur does not appear in *Diamond* or *Pearl* naturally, you will need to transfer the Pokémon through Pal Park, it will be in the Field.

Evolution:
Basic > At Lv.16 > At Lv.32

Bulbasaur Ivysaur Venusaur

Sprite: From *Diamond* and *Pearl*

Sprite: Back view

Base statistics:
HP 55 ATTACK 75 DEFENSE 50 SP. ATT 40 SP. DEF 40 SPEED 80

Anime: In the episode 'A Staravia is born' Ash's Starly evolved into a Staravia. Another one made a quick appearance in 'Following a maiden voyage'.

Location: In *D & P* Staravia are quite common. Try Route 209, Route 212, Lake Verity, Lake Valor, Trophy Garden, Sendoff Spring and Great Marsh.

Evolution:
Basic > At Lv.14 > At Lv.34

Starly Staravia Staraptor

Sprite: From *Diamond* and *Pearl*

Sprite: From *Gold* and *Silver*

Base statistics:
HP 50 ATTACK 50 DEFENSE 120 SP. ATT 80 SP. DEF 80 SPEED 30

Anime: The first Magcargo to appear was a large one in 'Some like it hot!' where a trainer called Egan was attempting to capture it. There's a normal one in 'Love, Pokémon-style!'

Location: Want a Magcargo in your copy of *Diamond* or *Pearl*? It's quite common around Stark Mountain or in the mountains in the Pal Park.

Evolution:
Basic > At Lv.38

Slugma Magcargo

Sprite: From *Diamond* and *Pearl*

Sprite: From *Silver*

Base statistics:
HP 45 ATTACK 63 DEFENSE 37 SP. ATT 65 SP. DEF 55 SPEED 95

Anime: Elekid has appeared in many episodes of the cartoon series but its first was in 'Pikachu's rescue adventure' where it assisted Pikachu in finding Togepi.

Location: Turtwig is a starter Pokémon in *Diamond* and *Pearl*, given to you by Professor Rowan from his briefcase. The Professor is near Lake Verity.

Evolution:
Baby > At Lv.30 > Trade holding Electirizer

Elekid Electabuzz Electivire

Sprite: From *Diamond* and *Pearl*

Sprite: From *Emerald*

Base statistics:
HP 64 ATTACK 115 DEFENSE 65 SP. ATT 83 SP. DEF 63 SPEED 65

Anime: In the episode 'Deceit and assist' Harley used a Banette against May in the Grand Festival. This is the only known appearance of the Pokémon in the anime.

Location: Banette is uncommon in *D & P*. Find one on Routes 225, 226 and 227 along with Stark Mountain and nighttime. Or Pal Park in the Forest.

Evolution:
Basic > At Lv.37

Shuppet Banette

Sprite: Eastern sprite

Sprite: Western sprite

Base statistics:
HP 111 ATTACK 83 DEFENSE 68 SP. ATT 92 SP. DEF 82 SPEED 39

Facts: According to an interview, Pokémon artwork creator Ken Sugimori created Shellos and Gastrodon for *Ruby* and *Sapphire* but they were never used in the final games.

Location: These Pokémon are common in *Diamond* and *Pearl*. Find them on Routes 213, 218, 221, 222, 224 and 230. They're also at the Fuego Ironworks.

Evolution:
Basic > At Lv.30 Basic > At Lv.30

Shellos - W Gastrodon - W Shellos - E Gastrodon - E

Sprite: From *Diamond* and *Pearl*

Sprite: *D & P* shiny back sprite

Base statistics:
HP 49 ATTACK 49 DEFENSE 56 SP. ATT 49 SP. DEF 61 SPEED 66

Trading Card Game: This Water-type Basic Pokémon is found in the Mysterious Treasures expansion set of the Pokémon Trading Card Game. It has Elegant Swim as its main attack.

Location: In *D & P* look in Fuego Ironworks, Iron Island, Valley Windworks, Canalave City or Routes 205, 218, 219 & 220. Fish with the Good Rod.

Evolution:
Basic > At Lv.31

Finneon Lumineon

Sprite: From *Diamond* and *Pearl*

Sprite: From *Emerald*

Base statistics:
HP 60 ATTACK 75 DEFENSE 100 SP. ATT 55 SP. DEF 80 SPEED 50

Anime: In 'Saved by the Beldum' a character called Morrison has a Beldum that evolves into a Metang during the Hoenn League.

Location: There are no Metang Pokémon in *Diamond* and *Pearl*. To get one you must evolve a Beldum, or transfer one to Pal Park's Mountain.

Evolution:
Basic > At Lv.20 > At Lv.45

Beldum Metang Metagross

Sprite: From *Diamond* and *Pearl*

Sprite: From *Red* and *Blue*

Base statistics:
HP 50 ATTACK 52 DEFENSE 48 SP. ATT 65 SP. DEF 50 SPEED 55

Anime: In the episode 'Hypno's Naptime' Misty is always frustrated by a Psyduck that she caught accidentally. Then another is seen in 'Bye bye Psyduck' where a girl called Marina has one.

Location: In *Diamond* and *Pearl* Psyduck is a very common Pokémon. You can find one in virtually all water areas. In the Pal Park it will be in the Pond.

Evolution:
Basic > At Lv.33

Psyduck Golduck

POKÉMON WORLD POKÉDEX CARDS

Xatu

National Pokédex No. 178

Type: PSYCHIC FLYING Classification: Mystic Pokémon

Height: 4' 11" Weight: 33.2 lbs Ability: Synchronize & Early Bird

Description: This odd Pokémon can see both the past and the future. It eyes the Sun's movement all day.

Diglett

National Pokédex No. 50

Type: GROUND Classification: Mole Pokémon

Height: 8" Weight: 1.8 lbs Ability: Sand Veil & Arena Trap

Description: A Pokémon that lives underground. Because of its dark habitat, it is repelled by bright sunlight.

Carnivine

National Pokédex No. 455

Type: GRASS Classification: Bug Catcher Pokémon

Height: 4' 07" Weight: 59.5 lbs Ability: Levitate

Description: It attracts prey with its sweet-smelling saliva, then chomps down. It takes a whole day to eat prey.

Slugma

National Pokédex No. 218

Type: FIRE Classification: Lava Pokémon

Height: 2' 03" Weight: 77 lbs Ability: Magma Armor & Flame Body

Description: Its body is made of magma. If it doesn't keep moving, its body will cool and harden.

Treecko

National Pokédex No. 252

Type: GRASS Classification: Wood Gecko Pokémon

Height: 1' 08" Weight: 11.0 lbs Ability: Overgrow

Description: The soles of its feet are covered by countless tiny spikes, enabling it to walk on walls and ceilings.

Ledyba

National Pokédex No. 165

Type: BUG FLYING Classification: Five Star Pokémon

Height: 3' 03" Weight: 23.8 lbs Ability: Swarm & Early Bird

Description: It is so timid, it can't move if it isn't with a swarm of others. It conveys its feelings with scent.

Alakazam

National Pokédex No. 65

Type: PSYCHIC Classification: Psi Pokémon

Height: 4' 11" Weight: 105.8 lbs Ability: Synchronize & Inner Focus

Description: Its superb memory lets it recall everything it has experienced from birth. Its IQ exceeds 5,000.

Poochyena

National Pokédex No. 261

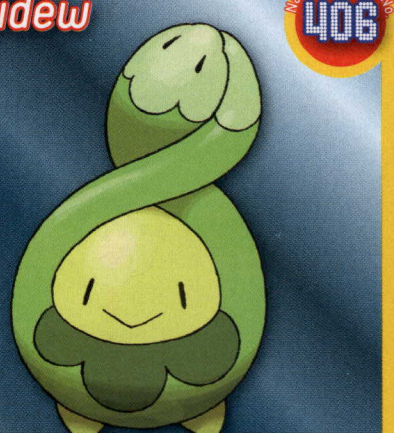
Type: DARK Classification: Bite Pokémon

Height: 1' 08" Weight: 30 lbs Ability: Run Away & Quick Feet

Description: A Pokémon with a persistent nature, it chases its chosen prey until the prey becomes exhausted.

Budew

National Pokédex No. 406



Type: BUG FLYING Classification: Bud Pokémon

Height: 8" Weight: 2.6 lbs Ability: Natural Cure & Poison Point

Description: Over the winter, it closes its bud and endures the cold. In spring, the bud opens and releases pollen.

Sprite: From *Diamond* and *Pearl*

Sprite: Shiny back sprite

Base statistics:
HP 74 ATTACK 100 DEFENSE 72 SP. ATT 90 SP. DEF 72 SPEED 46

Anime: A Carnivine is owned by James, it's a childhood friend of his he rediscovers at his old family mansion in Sinnoh. It's in the episode 'Two degrees of separation'.

Location: Carnivine are rare Pokémon in *Diamond* and *Pearl*. If you need one try looking around the Great Marsh area.

Evolution:

Basic

Sprite: From *Diamond* and *Pearl*

Sprite: From *Red* and *Blue*

Base statistics:
HP 10 ATTACK 55 DEFENSE 25 SP. ATT 35 SP. DEF 45 SPEED 95

Anime: Diglett appears in the episode 'Dig those diglett' where a bunch of them are causing trouble for some builders who are trying to build a dam.

Location: Those mole-like Pokémon are quite uncommon in *Diamond* and *Pearl*. Look on Route 228 to find one, or the Pal Park Mountain.

Evolution:

Basic > At Lv.26

Sprite: From *Diamond* and *Pearl*

Sprite: From *Silver*

Base statistics:
HP 65 ATTACK 75 DEFENSE 70 SP. ATT 95 SP. DEF 70 SPEED 95

Anime: In the 'Xatu the future' episode a young girl called Calista owns a Xatu. She could predict the weather. Another one was seen in 'Me, myself and time' where Calista travelled in time.

Location: There is no Xatu found in *Diamond* or *Pearl* so you either have to evolve a Natu or transfer one to Pal Park Forest.

Evolution:

Basic > At Lv.25

Sprite: From *Diamond* and *Pearl*

Sprite: From *Gold*

Base statistics:
HP 40 ATTACK 20 DEFENSE 30 SP. ATT 40 SP. DEF 80 SPEED 55

Anime: A young girl named Ariel owned six Ledyba in the episode 'The whistle stop'. She controlled them with her whistle.

Location: There are no Ledyba in *Pokémon Diamond* and *Pearl*. Breed a Ledian to get one, or transfer it to the Pal Park Field.

Evolution:

Basic > At Lv.18

Sprite: From *Diamond* and *Pearl*

Sprite: From *Ruby* and *Sapphire*

Base statistics:
HP 40 ATTACK 45 DEFENSE 35 SP. ATT 65 SP. DEF 55 SPEED 70

Anime: 'Get the show on the road!' features a Treecko. It's one of three starter Pokémon of Hoenn shown to May by Professor Birch. It really unnerved her!

Location: There are absolutely no Treecko Pokémon in *Diamond* and *Pearl*, if you want one you need to transfer it to the Pal Park's Forest.

Evolution:

Basic > At Lv.16 > At Lv.36

Sprite: From *Diamond* and *Pearl*

Sprite: From *Gold* and *Silver*

Base statistics:
HP 40 ATTACK 40 DEFENSE 40 SP. ATT 70 SP. DEF 40 SPEED 20

Anime: In the episode 'Poetry commotion!' there are two Slugmas called Mag and Meg owned by Flannery. One of them evolves into a Magcargo.

Location: Look in the Stark Mountain in *Diamond* or *Pearl* to find a Slugma. Or if transferring via the Pal Park check out the Mountain.

Evolution:

Basic > At Lv.38

Sprite: From *Diamond* and *Pearl*

Sprite: Shiny back view

Base statistics:
HP 40 ATTACK 30 DEFENSE 35 SP. ATT 50 SP. DEF 70 SPEED 55

Anime: Although a Budew made its first appearance in 'Following a maiden voyage', its first major role was in 'Dawn of a new era' where it was owned by a minstrel called Nando.

Location: Budew are common in *Diamond* and *Pearl*. Look around Routes 204 and 212 or try Eterna Forest or Great Marsh.

Evolution:

Baby > Happiness (Day) > Shiny Stone

Sprite: From *Diamond* and *Pearl*

Sprite: From *Emerald*

Base statistics:
HP 35 ATTACK 55 DEFENSE 35 SP. ATT 30 SP. DEF 30 SPEED 35

Anime: Ash and Professor Birch get seperated in 'Get the show on the road' and the professor is then attacked by a pack of these Bite Pokémon.

Location: You need to breed a Mightyena to get a Poochyena into *Diamond* and *Pearl*. If using the Pal Park it will be transferred to the Field.

Evolution:

Basic > At Lv.18

Sprite: From *Diamond* and *Pearl*

Sprite: From *Red* and *Blue*

Base statistics:
HP 55 ATTACK 50 DEFENSE 45 SP. ATT 135 SP. DEF 85 SPEED 120

Anime: In *The Ancient* 'Puzzle of Pokémopolis' a giant Alakazam was awakened near the Pokémopolis. Later on in 'Misty meets her match' we see another one belonging to Rudy.

Location: You will need to evolve a Kadabra to get an Alakazam into your *Diamond* or *Pearl* games. If transferred to Pal Park it'll be in the Field.

Evolution:

Basic > At Lv.16 > Trade

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ASK PROFESSOR YEW

The place to find all the answers to those tricky Pokémon-related questions with our resident Pokémon expert – Professor Yew! Take it away Prof...

Snap Action!

Q Dear Professor Yew,
It's great news that *Pokémon Snap* is back on Wii, I've been playing it a lot over the last few weeks but was wondering if you had some interesting thoughts on the items you can find around the game?
From Elfin Nicholson, age eight, York

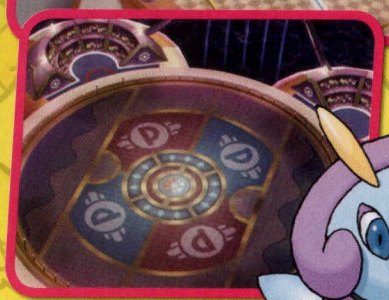
A ***Oh yes I do Elfin (I bet your mates call you Fin don't they?). Check out this item info and you'll soon be making the most of this excellent Pokémon adventure...***

Apple Score more than 14,000 points in the Pokémon Report and you get an apple that you can throw at Pokémon to annoy them, or some will eat it and become happy.

Pester Ball With 75,000 points you get one of these to throw around. You can use these to get new poses from Pokémon, make them angry or just knock them out!

Pokéflute Taking a picture of a Pokémon sign will earn you the Pokéflute. You can then press C-Down to play it. Some Pokémon love it and dance, others get a bit miffed!

Dash Engine With a massive 175,000 points in your Pokémon Report you'll earn this item. Press and hold R to get your vehicle moving faster, useful for avoiding Pokémon when you need to!



Colosseum Replay

Q Hi Professor,
I'm getting close to finishing *Pokémon Battle Revolution* now, and a friend told me that you can actually replay the Colosseums to get yourself new stuff. Can you tell me more about this please?
From Kirsty Fellon, age 14, St Ives

A ***Well friends are often right Kirsty! Once finished, you can indeed replay the Colosseums to earn yourself shiny new passes and play with new rules. The Gateway Colosseum allows you to trade a Rental Pass Pokémon with an opponent's Pokémon, Courtyard Colosseum switches the battle format to Survival Mode where defeating 100 opponents will unlock new goods, Sunny Park turns into Little Battle format where Pokémon under level five only are allowed and the Stargazer Colosseum becomes the Ultimate Battle Challenge where eight sets of four Trainers with Legendary Pokémon must be fought. Wow, bonus or what?***

Costume Capers!

Q Dear Professor Yew,
I've been searching everywhere for some costumes or dressing up gear with a Pokémon theme as I want to have a Pokémon party for my tenth birthday. Do you have any idea where I can find costumes. Any help would be much appreciated by me and my friends!
From Archie Mathers, age nine, Windsor

A ***Hi Archie, good to hear from you. Well over the years there have been many Pokémon costumes from high street shops and online places alike. The best thing I can suggest is to get yourself some computer time and do a Google search (other search engines are available)! Within seconds I had found this great Mudkip costume from a place called Party Zombie. It's even an official Pokémon product – so that's a bonus!***

Wallpaper Search

Q Hi Prof,
I've just got myself a shiny new PC for Christmas and being a major Pokémon fan I'd like to know what you think is the best place for Pokémon wallpapers? I'd love to customise it with some cool desktops.
From Mark Denton, age nine, Northampton

A ***Ooo Mark, a PC eh? Well I must admit that I'm an Apple Mac man myself – much more user-friendly. There are literally tens of wallpapers available with some amazing Pokémon artwork (don't tell anyone but you might sometimes see them turn up as 'spot the difference' pictures in this very magazine)! Try pointing your browser to smg.photobucket.com/albums/v736/Pokemonaholic/ there are some really cool desktops to be had there – one of the best selections around!***

Pikachu Secret Gift Obtained by clearing the Stargazer Colosseum. He holds Light Ball. Knows Volt Tackle, Surf, Tail Whip and Thunder Wave

Starf Berry Obtained by beating 100 enemies at Survival Battle. Raises Any Stat when HP is below 1/4.

Deep Sea Scale Obtained by clearing the first set of Masters Battle. Evolution Item – Attach and Trade to evolve Clamperl.

Protector Obtained by clearing the Little Battle. Evolution Item – Attach and Trade to evolve Rhydon.

Soul Dew Costs 14,400pt and raises Latios and Latias' Special Attack/ Defence by 50 per cent.

Dark Stone This mystery gift is available from the start of the game. Evolution Item – use to evolve Murkrow and Misdreavus.

Adherence Glasses Obtained by viewing all the Battle Tutorials. Raises SP.Attack, but can only stick to one attack.

Expert Belt Obtained by clearing the first set of Masters Battle. Slightly raises power of Super Effective moves.

King's Rock Available from the start. May cause opponent to flinch. Evolution Item – attach and Trade to evolve Slowpoke and Poliwhirl.

Game Linking Fun!

Q Dear Professor Yew,
I believe there's a way in *Pokémon Battle Revolution* that you can get Mystery Gifts from the shop and send them to *Diamond* or *Pearl* on the DS. Can you please tell me how to do this and what I can find in the game to improve my DS adventure?
From Sally Hedgely, age 12, Rhyl

A ***Yes Sally, you've got to use Poké Coupons in the Shop in Battle Revolution to get your hands on the Mystery Gifts. There are lots of exciting items to buy and the instructions on how to transfer these items to the DS will be in the manual that came with your Wii game. We won't waste space here repeating them, but here are some of the more interesting gifts you can transfer for all to see...***

Leftovers Available from the start of the game. HP Increases by 1/16th each turn.

TM12: Taunt Available from the start of the game. Taunts the foe into only using attack moves.

Upgrade Clear the Sunny Park Colosseum to get this item. Evolution Item – Attach and Trade to evolve Porygon.

Spirit World Cloth Clear the Little Battle for this one. Evolution Item – Attach and Trade to evolve Dusclops.

Deep Sea Tooth Clear the first set of Master Battle to obtain this. Evolution Item – Attach and Trade to evolve Clamperl.

SEND IN YOUR CREATION...

Do you have a burning question for our very own Professor Yew? Then send it to us at pokemonworld@imagine-publishing.co.uk making sure you put 'Ask Professor Yew' in the subject line, or send it by post to...
Ask Professor Yew, Pokémon World, Richmond House, 33 Richmond Hill, Bournemouth, Dorset, BH2 6EZ

DESIGN A MONSTER!

Here's the part where you get to design a Pocket Monster of your very own! We get hundreds of entries in the postbag every week and bring you a smattering of the best each month right here...

Monster of the Month!

Evolution: None

Macantra

1

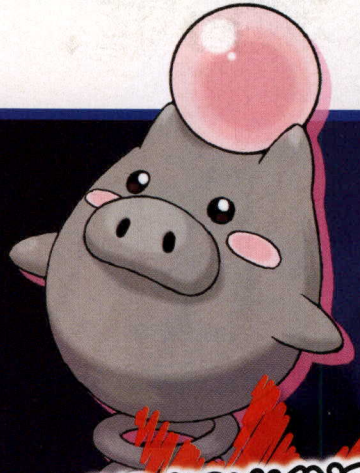
Pokémon type: Steel/Psychic

Special attacks: Horn Beam, Sky Uppercut, Slice Tail, Rainbow Dance

Brief Description: The reason for its powerful attacks is the blue orb on the end of its tail. It is very shy and clumsy.

Charley Hall, age 10, Selsey

Important
Sadly we can't return any of your drawings as it would take us all day just putting pictures in envelopes! We do try to print as many monsters as we can, but inevitably not all will make it on to the page.



DID YOU KNOW?
Over in Japan, the phrase they use for Pokémon is 'Poketto Monsuta', meaning Pocket Monsters?

Evolution: Give Oddish a Fire Stone

Polly Shock

2

Pokémon type: Grass/Fire/Water

Special attacks: Confuse Ray, Fire Attack, Solar Beam, Hydro Pump

Brief description: The first Polly Shock was seen by a boy who gave his Oddish a Fire Stone, but scientists have found out that there are many ways to get a Polly Shock including giving Pollywag a Grass Stone.

John Evans, age 8, Bridgend

Evolution: Mr Mime's wife

Mrs Mime

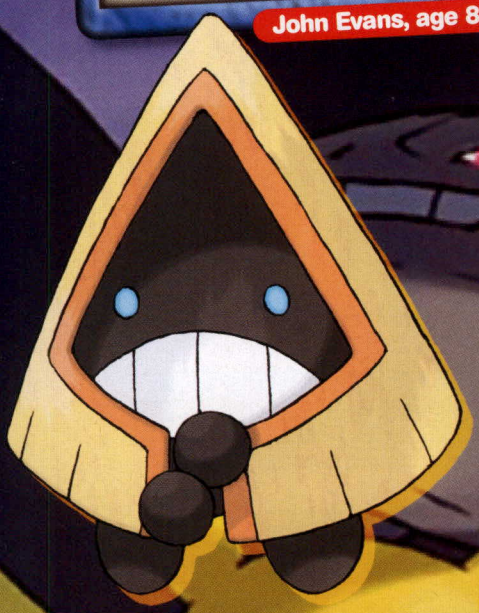
3

Pokémon type: Psychic

Special attacks: High Kick, Dust Storm, Speed Spin, Hypnosis

Brief description: This ballet Pokémon does nothing except clean and dance all day. If she finally goes to sleep (by the dust making her feel drowsy) she will dream about cleaning and dancing!

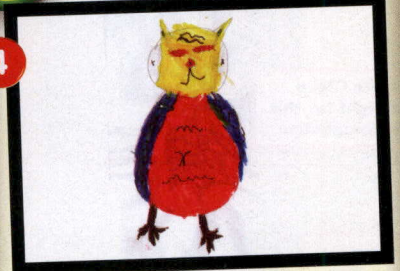
Curtis Gregory, age 11, Halesowen



Evolution: None

Spiritowl

4



Pokémon type: Flying/Dark

Special attacks: Wind, Peck, Bite

Brief description: This Pokémon can go faster than Moltres! It has 12,000 HP.

Callum Roe, age 6, Moulton

Evolution: Unknown

Evivlent

5

Pokémon type: Unknown

Special attacks: Tusk Attack, Fire Spice, Bite

Brief description: This elephant-like Pokémon is a mystery to us all! Very little is known about its evolution, but with tusks like that we guess you should keep well away!

Elliot Ellis, age 8

Evolution: Trade Deoxys with upgrade when traded with Celebi

Braineoxys

6

Pokémon type: Unknown

Special attack: Psycaboom, Transform, Sketch, Metronome

Brief description: This Pokémon appears after you have filled all the Pokédexes. If you are not fully equipped it will definitely crush you! The only way to catch it is by weakening it to one HP and then using a Master Ball.

Axl Dean Hill, age 11, Sheffield

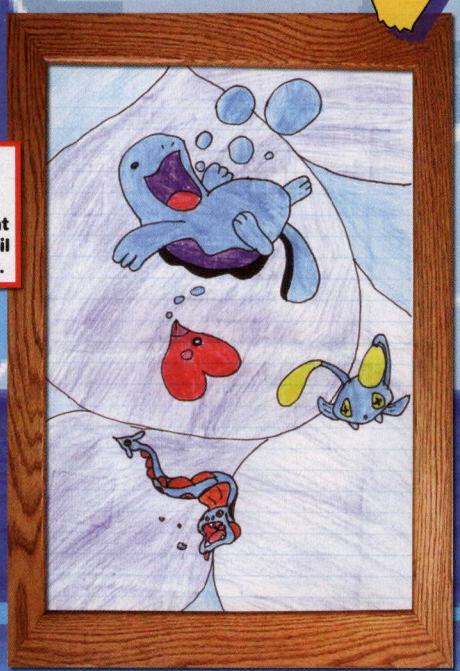
SEND IN YOUR CREATION...

If you've drawn a grisly monster and you would like to share it with other Pokémon World readers, then either email it to pokemonworld@imagine-publishing.co.uk making sure you put 'Design-A-Monster' in the subject line, or send it by post to... Design A Monster, Pokémon World, Richmond House, 33 Richmond Hill, Bournemouth, Dorset, BH2 6EZ

Pika-Pics

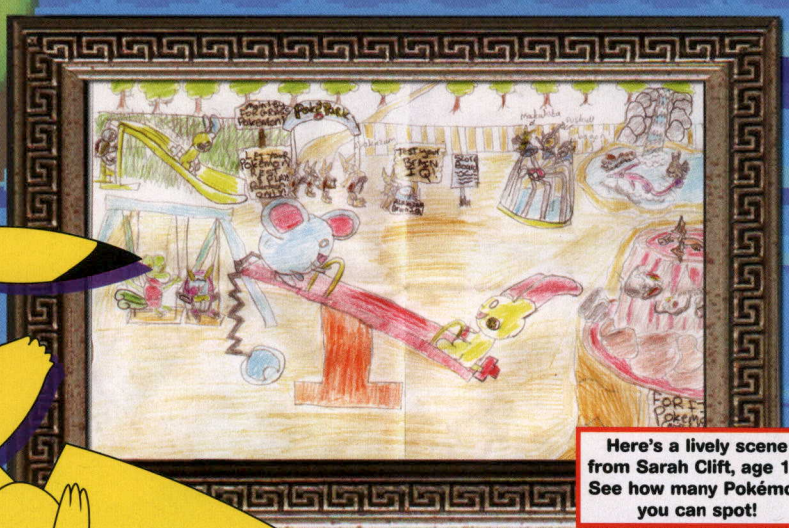
Here's a look at the best from our Pokémon World picture postbag this month...

Many thanks to Claire Etheridge, age eight for this cool Pokémon compilation.



Hazel Owers, age 12 of Sedlescombe, has done a great job on this pencil crayon drawing.

We've no idea who this Pokémon is, sent in by Tom Nolan, age ten from Rugby. Answers on a postcard please!



Here's a lively scene from Sarah Clift, age 14. See how many Pokémon you can spot!

Cathal Mone, age 11 thinks that Ash rules. We think coloured pencils rule, do you have any Cathal?

No prizes for guessing whose side Tara, age ten, is on. Ash's or Team Rocket's?

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SHONEN JUMP'S Yu-Gi-Oh! GX

Get the POWER of your favourite Yu-Gi-Oh! GX Duelists!

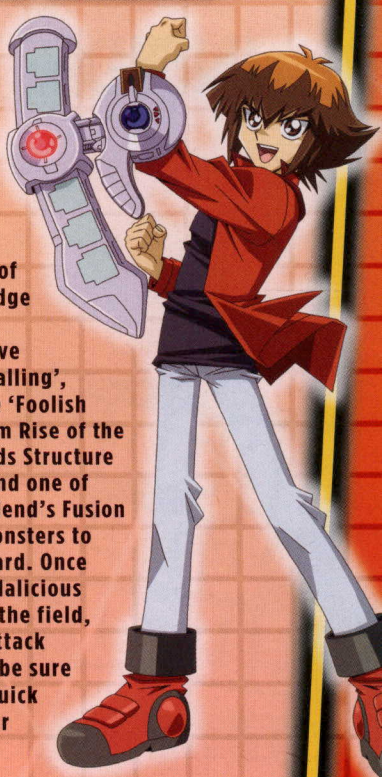
Ever wanted to play the cards of your favourite Yu-Gi-Oh! GX Duelist? The brand new 'Duelist Pack – Jaden Yuki 3' and 'Duelist Pack - Jesse Anderson' let you play some of Jaden and Jesse's best cards! You can also create awesome combos just like your favourite characters with strategy cards in every pack! Want to know how? Check out this special guide to the latest Season 3 Duelists and their monster-tastic cards from Yu-Gi-Oh! GX...

The POWER of the Monsters!

To see some of the most powerful monsters in action, tune in to monster packed episodes of *Yu-Gi-Oh! GX* every weekday at 7.30am on GMTV2. You can join Jaden and his friends while they battle it out to master their card-playing skills and defeat some of the most powerful monsters in the game at the Duelist Academy! The latest episodes are season three and see Jaden and his friend, Jesse, venture into a dark world where losing a duel is fatal! Jesse was banished to the Dark World at the end of season two after losing a duel with Jaden's old friend Yubel, and it's now up to Jaden to find his best friend and get them both out alive! Follow Jaden in his darkest adventure as he tries to find Jesse and duel their way back to the Duel Academy!

Jaden Yuki The Master Duelist!

Jaden Yuki, the star of *Yu-Gi-Oh! GX*, is once again continuing his monstrous adventures in season three! Despite beating the feared Dr Crowler on his first day at the Academy, Jaden's poor grades see him placed in the Slifer Red dormitory – the section of the Academy for duelists who don't do well! However, Jaden never gives up and his amazing ability to use his 'Elemental Hero' cards helps him to become one of the top duelists in the Academy once again! Wanna duel like Jaden?! Some of his brand-new dark monsters are hiding in the new Duelist Pack – Jaden Yuki 3, including the powerful 'Malicious Hero Evil Fiend' and 'Evil Hero Wild Cyclone'! So get your Evil Hero Deck started, and discover the dark side of your Duels!!



Tip!

The most sinister and powerful of the new Evil Hero Fusions is 'Evil Hero Malicious Fiend'. You need 'Evil Hero Malicious Edge', and any level six or higher Fiend-Type monster, to Fusion Summon him. However, two copies of Malicious Edge will work, too! If you've got 'Dark Calling', you can use 'Foolish Burial', from Rise of the Dragon Lords Structure Deck, to send one of Malicious Fiend's Fusion Material monsters to the Graveyard. Once 'Evil Hero Malicious Fiend' hits the field, his 3,500 attack points will be sure to spell a quick end for your opponent!

Exclusive Jaden Tin – From 26 March

If you are a Jaden fan and love the *Yu-Gi-Oh! GX* TV series, you won't want to miss out on the brand new Jaden Tin, which is EXCLUSIVE to Argos from 26 March. It contains three Jaden Yuki 2 and two Jaden Yuki 3 Duelist Packs, a beginners guide, and one of Jaden's newest Elemental Heroes in the TV series, 'Elemental Hero Prisma'! This card has never been available in the UK before, and has an amazing effect, allowing you to find your Elemental Hero monsters quickly! You can only get this exclusive variant card in this red Jaden Tin, so if you want this cool card, make sure you check out your local Argos store. One card is available in every Jaden Tin – sweet!

Argos

Jesse Anderson The Newcomer Duelist!

Jesse is a newcomer to the Academy, and became close friends with Jaden after learning that they both share the unique ability to see and talk to Duel Monster Spirits! With his trusty Crystal Beast deck at his side, Jesse is able to duel with the best of them! Jesse plays a Rainbow deck, composed of legendary Crystal Beast monsters. Under Yubel's influence, Jesse uses Advanced Crystal Beasts. The deck uses the field spell 'Advanced Dark' to negate battle damage while discarding Crystal Beasts to the Graveyard in order to quickly summon 'Rainbow Dark Dragon'. Not only can you find some of Jesse's cool Crystal Beast cards, including the awesome 'Crystal Beast Topaz Tiger', and the 'Crystal Pair' trap card, but also some of his brand-new monsters like 'Phantom Skyblaster' and 'Grinder Golem' in the Duelist Pack – Jesse Anderson.

CRYSTAL PAIR
[TRAP CARD]
Activate only when a "Crystal Beast" monster you control is destroyed by battle and sent to the Graveyard. Place 1 "Crystal Beast" monster from your Deck in your Spell & Trap Card Zone, face-up, as a Continuous Spell Card. You take no Battle Damage this turn.

Tip!

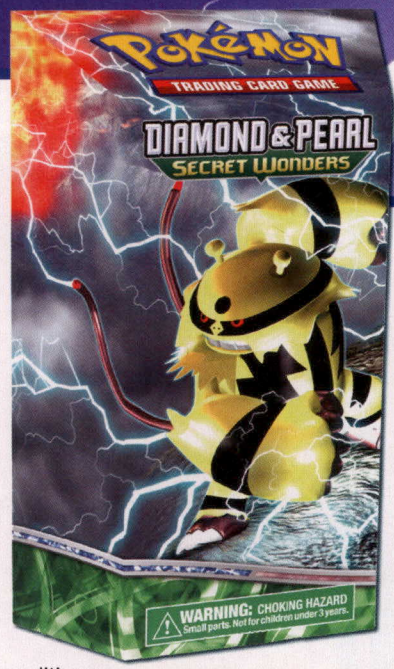
'Crystal Pair' is an awesome Trap Card that you can only activate when a 'Crystal Beast' monster you control is destroyed by battle and sent to the Graveyard. Place one 'Crystal Beast' monster from your deck in your Spell and Trap Card Zone, face-up, as a Continuous Spell Card. The best bit – you take no Battle Damage this turn!

Yu-Gi-Oh! Competition

To celebrate the release of the new Jaden Yuki 3 and Jesse Anderson Duelist Packs, we've got some *Yu-Gi-Oh!* bundles to give away! Just send a postcard or email in to us, and first five out of the publisher's big hat get a Jaden Tin and ten new Duelist Packs each!

Send your entry to... pokemonworld@imagine-publishing.co.uk or Yu-Gi-Oh! draw, Pokémon World, Richmond House, 33 Richmond Hill, Bournemouth, BH2 6EZ. Entries must arrive by 3 April.

Pokémon TRADING CARD GAME



Ditto's Hot Pick

It is big, dark and hairy and you should be afraid of it – Absollade knocks Blissey out for the count!

Just when we had all got used to the Blissey/Anti-Blissey decks, along comes a deck that not only beats Blissey, but also beats down on all other decks out there too. Harnessing the power of Absol, Gardevoir and Gallade from the Diamond & Pearl III: Secret Wonders set, say hello to Absollade. The deck takes its name from the Pokémon you really want to start with, Absol and the main hitter in the deck Gallade.

This deck has been cutting a swathe of destruction throughout tournaments in the UK since Christmas and it is beginning to have an impact on City Championships here in Europe and in the US. Why is it so good? Well, it harnesses the power of three Secret Wonders Pokémon, a plethora of Trainer cards from the Diamond & Pearl sets, plus a few old favourite trainers from the EX sets, with the aim of disrupting your opponent's deck and knocking out their Pokémon quickly with high-damage attacks. When we take a look at our version of the deck list you can see that we have 17 Pokémon, of which nine are basic Pokémon and eight are evolutions from Ralts, through Kirlia and on splitting between stage two evolutions of Gardevoir and Gallade. There are 28 Trainers in this list, they allow you to find the cards you need quickly, with some making sure that while you draw cards your opponent is losing them, being wrong-footed and kept off balance. Finally the list rounds off with 15 Energy cards, utilising Double Rainbow Energy in an attempt to speed the deck to victory and outpace your opponent.

ABSOLLADE DECK LIST

17 Pokémon
- 4 x Absol (Diamond & Pearl III – Secret Wonders)
- 4 x Ralts (EX Dragon Frontiers)
- 2 x Kirlia (Diamond & Pearl III – Secret Wonders)
- 3 x Gallade (Diamond & Pearl III – Secret Wonders)
- 2 x Gardevoir (Diamond & Pearl III – Secret Wonders)
- 1 x Gardevoir LV.X (Diamond & Pearl III – Secret Wonders)
- 1 x Sableye (EX Crystal Guardians)

28 Trainers
- 4 x Rare Candy
- 3 x Celio's Network
- 3 x Roseanne's Research
- 3 x Windstorm
- 3 x Team Galactic's Mars
- 2 x Castaway
- 2 x Strength Charm
- 1 x Buffer Piece
- 2 x Team Galactic's Wager
- 2 x Lake Boundary
- 1 x Scott
- 1 x Night Maintenance
- 1 x Stevens Advice

15 Energy Cards
- 8 x Psychic Energy
- 4 x Double Rainbow Energy
- 3 x Multi Energy

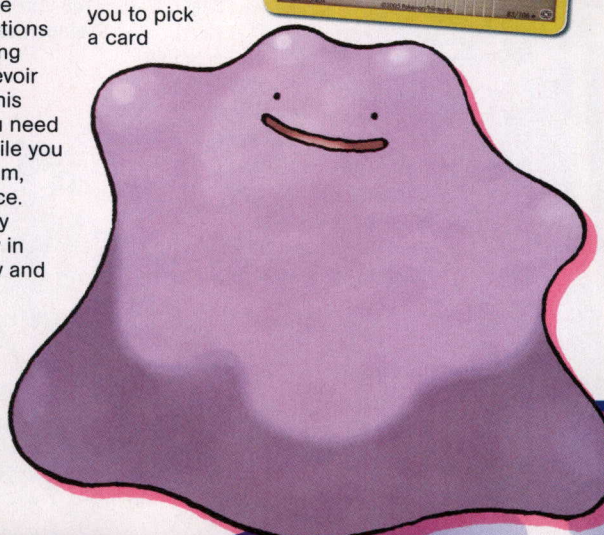
Taking a look at the Pokémon in the deck...

Gardevoir and Gallade decks have a few variants and some of the Pokémon vary from deck to deck, on local conditions and cards available. But most agree that the EX Dragon Frontiers Ralts with the Sleep attack is the one to go for to start your Gardevoir/Gallade line. If you need to use another Ralts then the Secret Wonders one does have higher hit points and a chance for confusion on a coin flip but having an attack with a guaranteed sleep is good if you find yourself having to use Ralts as your starting Pokémon.

SUPPORTER
Team Galactic's Mars
Draw 2 cards. Then, choose a card from your opponent's hand without looking and put it on the bottom of his or her deck.

But, the aim of the deck is to get an Absol start, if you can go into your first turn with Absol as your active Pokémon then for one colourless energy you can attack with Baleful Wind, although it does no damage to your opponent's active Pokémon, it does allow you to pick a card

TRAINER
Rare Candy
Choose 1 of your Basic Pokémon in play. If you have a Stage 1 or Stage 2 card that evolves from that Pokémon in your hand, put that card on the Basic Pokémon. (This counts as evolving that Pokémon.)



Gardevoir LV.X
130
LEVEL-UP
Poké Power
Teleportation
Once during your turn (before your attack), choose 1 of your Active Pokémon or 1 of your Benched Pokémon and switch Gardevoir with that Pokémon. This power can't be used if Gardevoir is affected by a Special Condition.
Bring Down
Choose 1 Pokémon (yours or your opponent's) with the fewest remaining HP (excluding Gardevoir) and that Pokémon is now Knocked Out.
×2

at random – without looking, from your opponent's hand and discard it. If that card is a Trainer, Supporter or Stadium card you get to choose another card at random from their hand and discard that as well. Suddenly on turn one your opponent could have gone from two or three Pokémon on the bench, an active Pokémon and four cards in hand to having only two cards left in hand and maybe no Trainers or Supporter cards! Add in the chance to do the same again next turn and combine that with Team Galactic's Mars – it gets you two cards and then you choose a random card without looking from your opponent's hand and put it on the bottom of their deck. Now we can see that potential by turn two thanks to Absol's attack and Team Galactic's Mars your opponent may have no hand at all!

SUPPORTER
Supporter
Team Galactic's Wager
You can play only one Supporter card each turn. When you play this card, put it next to your Active Pokémon. When your turn ends, discard this card.
Each player shuffles his or her hand into his or her deck, and you and your opponent play "Rock-Paper-Scissors." The player who wins draws up to 6 cards. The player who loses draws up to 3 cards. (You draw your cards first.)

And then it is time for the Absollade Deck to really pile on the pain – with Rare Candy this deck can evolve from Ralts to Gardevoir or Gallade in a flash. Ideally you should aim for a turn two rare-candied Gardevoir with the Telepass Poké-POWER. This will allow you to use your opponent's discarded supporter cards as the effect of the Poké-POWER, so you get two chances to play supporters each turn! Your supporter cards from your hand and your opponent's from their discard pile – where Absol has been piling them up, ready for you to use.

Now you sit back and build your forces while Absol lasts, once he is knocked out you hopefully put a Gallade active and start beating down, either by reducing the toughest Pokémon to just 50 hit points away from a knockout by using the Sonic Blade attack or you go for maximum damage with the Psychic Cut attack. It can do a potential 180 damage if you have six face down prize cards! With Psychic Cut the attack does 60 damage and you can flip as many of your face down prize cards face up, adding an additional 20 damage for each card turned over.

If you need to though, do not be afraid to attack with Gardevoir either, it has a very useful attack Psychic Lock that not only does a solid 60 damage, but also shuts off your opponents ability to use Poké-POWERS on any of their Pokémon.

And to round off an impressive arsenal of attacks when your Gallade has been KO'd and your Absol is gone and somehow your opponent has survived – you bring out Gardevoir and level up to Gardevoir LV. X and for just two Psychic Energy it has a Bring Down attack that knocks out the Pokémon in play (yours or your opponents) with the lowest hit points (not including itself). It is one of the most powerful attacks in the game, no matter how big, how much metal energy is attached or how much the damage from your attack is reduced Gardevoir LV. X will knock out a Pokémon each turn, you just need to make sure it is your opponents and not yours!

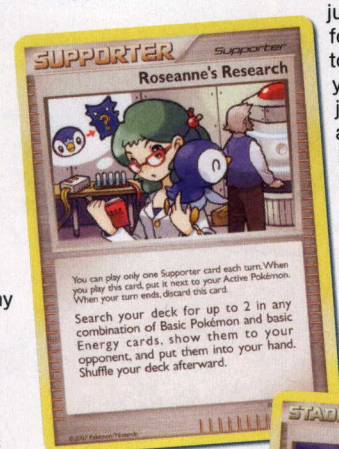
Here are the Trainers in the deck...

We have looked at some of the Trainers in the deck and like all good designs there is great synergy between the Trainers in the Absollade deck and the Pokémon and their attacks and Poké-POWERS. We have already discussed the way Team Galactic's Mars can work with Absol so that it strips a card from your opponent's hand and puts it on the bottom of their deck and Absol then attacks with Baleful Wind to discard one or two more.

Well, when you need to refresh your hand, shuffle back a large hand of cards into your deck or just take a last ditch attempt at finding that game-winning card there is another Trainer that works well with Absol and it is another from the Team Galactic stable.

Team Galactic's Wager can potentially strip your opponent down to just three cards, ready for Absol to go to work, here is how it works...

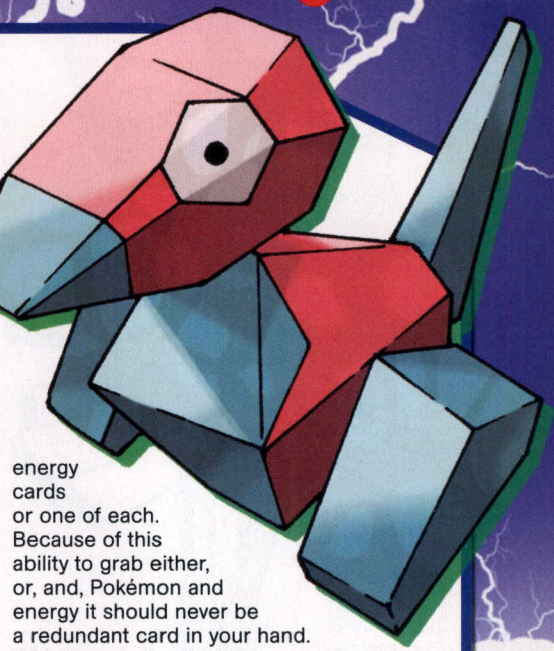
You and your opponent each shuffle your hands into your deck and play a game of 'rock, paper, scissors', the winner drawing six cards and the loser just three. Played correctly even losing can be an advantage, after all Absol will help even things up and later in the game Gardevoir can get you more cards too, by giving you that extra supporter a turn. And if your opponent has just searched for cards ready to use next turn you may have just shuffled away his or her game-winning cards.


SUPPORTER
Supporter
Roseanne's Research
You can play only one Supporter card each turn. When you play this card, put it next to your Active Pokémon. When your turn ends, discard this card.
Search your deck for up to 2 in any combination of Basic Pokémon and basic Energy cards, show them to your opponent, and put them into your hand. Shuffle your deck afterward.

Roseanne's Research is a great utility card – with it you can grab either two Pokémon or two basic energy cards or one of each. Because of this ability to grab either, or, and, Pokémon and energy it should never be a redundant card in your hand. With three in the deck it is a good solid card and key to getting your basic Pokémon and energy into play.

STADIUM
Stadium
Lake Boundary
This card stays in play when you play it. Discard this card if another Stadium card comes into play. If another card with the same name is in play, you can't play this card.
Apply Weakness for each Pokémon (both yours and your opponent's) as ×2 instead.

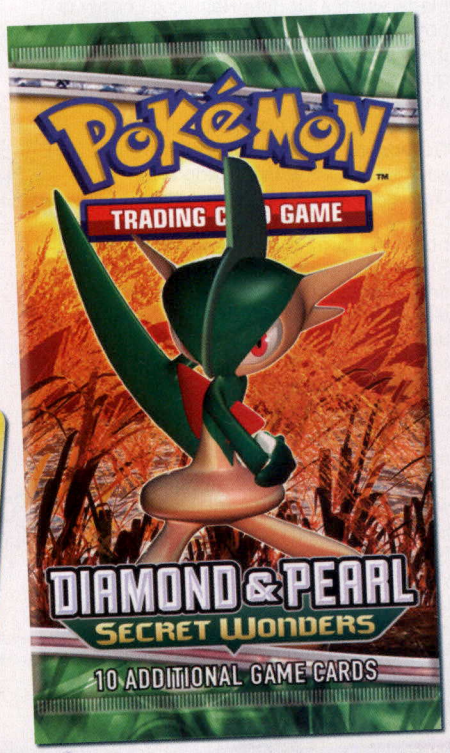
TRAINER
Pokémon Tool
Strength Charm
DEOXYS
Attach Strength Charm to 1 of your Pokémon that doesn't already have a Pokémon Tool attached to it. If that Pokémon is Knocked Out, discard this card.
Whenever an attack from the Pokémon that Strength Charm is attached to does damage to the Active Pokémon, the attack does 10 more damage (before applying Weakness and Resistance). Discard Strength Charm at the end of the turn in which this Pokémon attacks.



Celio's Network is in the deck to get whatever Pokémon you need when you need it. The card is having a resurgence at the moment – especially in decks with no EX Pokémon, it can find you anything apart from an EX type, so whatever you need for your Rare Candy, Celio's Network will go and fetch it.

Lake Boundary and Strength Charm are in the deck to enable Absollade to do enough damage to one hit knockout when needed. Lake Boundary doubles the damage done to Pokémon where weakness applies and Strength Charm adds ten damage to any attack before applying weakness. So combine them with Gallade's Psychic Cut attack and we can knock out a Blissey in one hit. And all without having to turn over any prize cards!

Windstorm is in the deck to clear away pesky tools and stadiums and the rest of the trainers are there to augment the deck and



ensure it runs properly. Do not forget that an early Gardevoir will almost surely guarantee you two supporters a turn, when it's up and running this deck steam rollers your opponents.

Now, how about the Energy cards...

The Psychic Energy is there to power Gallade's main attack Psychic Cut, but it is the four Double Rainbow Energy that means this deck can accelerate ahead of your opponent. A rare candied Gallade can now attack on turn two thanks to Double Rainbow Energy, this ability to accelerate and attack quickly while disrupting your opponent is what makes Absollade such a dangerous deck to play against.

Finally the Multi Energy have two purposes, they enable you to use sonic blade when a Double Rainbow Energy is not available and they can sometimes be used to power Absol's Raid attack for a quick 40 points of damage and maybe a quick win.

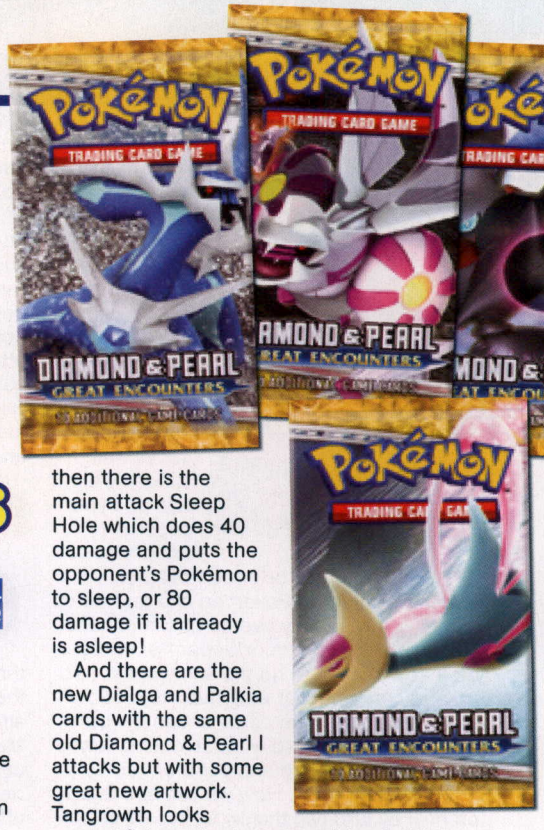
So there you have it, Absollade, Galladevoir, Galladesol. Call it what you like, decks with Gallade and Gardevoir at their heart are here to stay. They do not all play Absol however, some play Chimecho, from Secret Wonders – as a foil to Absol and Stantler, it's Strange Bell attack allows Chimecho to do 20 damage before weakness and resistance and confuse any basic Pokémon. Other variants play Stantler, to get the crucial supporter cards with Lead an attack that needs no energy! And then they may even go on to use Frighten Horn, an attack that does 20 damage and that will confuse any non-evolved Pokémon. But, whatever Pokémon support them Gallade and Gardevoir from Secret Wonders are going to be a staple at tournaments throughout the country and we predict they will be placing well at the City Championships and Regional Championships and maybe even Nationals during 2008.

Pokémon TCG Diamond & Pearl IV – Great Encounters

By the time this issue hits the shops this new Expansion Set will be on sale, and you will already be playing with some of the great new cards

By the time this issue hits the stands, Diamond & Pearl IV: Great Encounters will already be on sale, and you will already be playing with some of the great new cards in this set.

Cards like Darkrai, a big, bad, basic, darkness Pokémon with a two great attacks. Darkness Roar helps you control the game by switching your opponent's active Pokémon with one of his or her benched Pokémon. And then there is the main attack Sleep Hole which does 40 damage and puts the opponent's Pokémon to sleep, or 80 damage if it already is asleep!



And there are the new Dialga and Palkia cards with the same old Diamond & Pearl I attacks but with some great new artwork. Tangrowth looks a great future star to us, combined with Celebi from Diamond & Pearl II Mysterious Treasures and you can be whacking your opponent for lots of damage in no time flat. And consider adding Venusaur from EX Crystal Guardians – now you drop a boost energy onto Tangrowth for three extra damage!

And our personal favourite is the big flying stage two evolution that is Togekiss, Serene Grace breaks the game rules on energy placement, stomps them into the carpet and then

Darkrai LV.40
HP 80
BASIC
Darkness Roar 10
You may have your opponent switch the Defending Pokémon with 1 of his or her Benched Pokémon.
Sleep Hole 40+
If the Defending Pokémon is Asleep, this attack does 40 damage plus 40 more damage. If the Defending Pokémon is not Asleep, that Pokémon is now Asleep.
It can lull people to sleep and make them dream. It is active during nights of the new moon.
Cresselia LV.48
Moon Twinkle 10
Lunar Dance 50
Porygon-Z LV.54
HP 110
STAGE 2
Conversion
Tri Attack 40×

sets light to them! We can't see any decks running without including a tech one, one, one, evolution line – that's one Togepi, one Togetic and one Togekiss. With resistance to fighting and a nice fat 120 hit points it looks like a winner. Indeed Togekiss maybe the saviour of Blissey-based decks.

On the Trainer front, 'dump and draw' decks like Blissey get a real boost from Felicity's Drawing – discard up to two cards from your hand, discard one to draw three cards and two to draw four cards.

And Psychic and Dark decks get some help and free retreat costs through a new stadium card, Moonlight Stadium.

As we went to print there were plans for a limited number of pre-releases here in the UK on the weekend of the 9/10 February and an official release date of Valentines Day – 14 February. It prompts us to ask if you all had a Great Encounter on Valentine's Day?

Rotom LV.38
HP 70
BASIC
Astonish 20
Choose 1 card from your opponent's hand without looking. Look at that card you chose, then have your opponent shuffle that card into his or her deck.
Telebeam 30+
Flip a coin. If heads, this attack does 30 damage plus 30 more damage and the Defending Pokémon is now Paralyzed.
its body is composed of plasma. It is known to infiltrate electronic devices and wreak havoc.
weakness +20
resistance -20
retreat cost

Palkia LV.67
HP 90
BASIC
Spacial Rend 10
Search your deck for a Stadium card, show it to your opponent, and put it into your hand. Shuffle your deck afterward. If there is any Stadium card in play, discard it.
Transback 40
You may flip a coin. If heads, discard all Energy attached to Palkia and put the Defending Pokémon and all cards attached to it on top of your opponent's deck. Your opponent shuffles his or her deck afterward.
It has the ability to distort space. It is described as a deity in Sinnoh region myth lore.

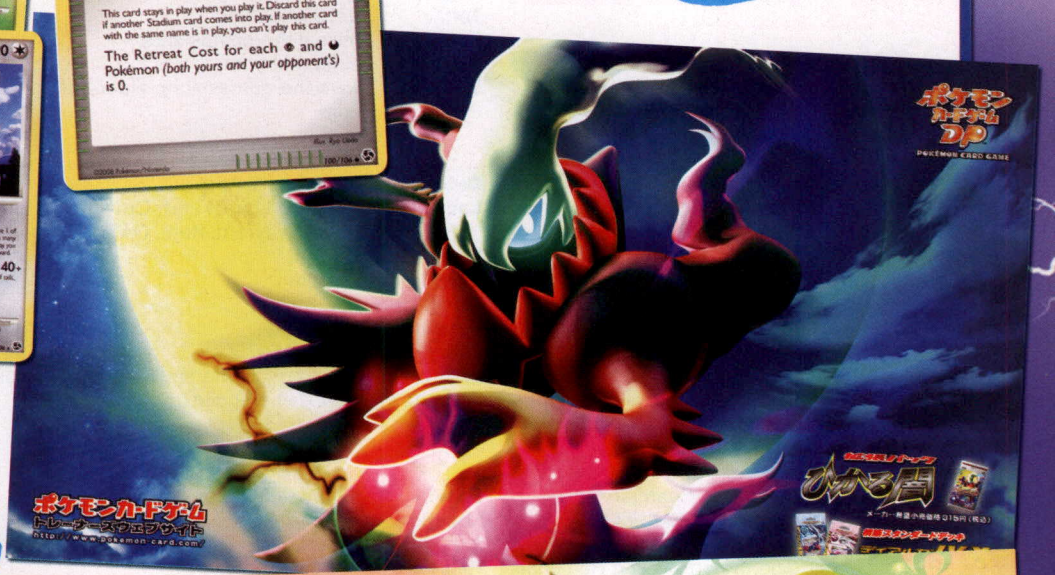
SUPPORTER
Supporter
Felicity's Drawing
KI TV
one Supporter card each turn. When put it next to your Active Pokémon. nds, discard this card.
2 cards from your hand. If card, draw 3 cards. If you ds, draw 4 cards.

Tangrowth LV.38
HP 110
STAGE 2
Power Whip
Choose 1 of your opponent's Pokémon. This attack does 10 damage for each basic Energy card attached to Tangrowth to that Pokémon. (Don't apply Weakness and Resistance for Benched Pokémon.)
Stick and Absorb 60
Remove 3 damage counters from Tangrowth. The Defending Pokémon can't retreat during your opponent's next turn.

STADIUM
Stadium
Moonlight Stadium
This card stays in play when you play it. Discard this card if another Stadium card comes into play. If another card with the same name is in play, you can't play this card.
The Retreat Cost for each and Pokémon (both yours and your opponent's) is 0.

Dialga LV.68
HP 90
NO. 483 Temporal Pokémon HT: 17'09" WT: 1505.8 lbs.
Time Bellow
Draw a card.
Flash Cannon
You may return all Energy cards attached to Dialga to your hand. If you do, remove the highest Stage Evolution card from the Defending Pokémon and shuffle that card into your opponent's deck.
It has the power to control time. It appears in Sinnoh region myths as an ancient deity.
weakness +20
resistance -20
retreat cost

Togekiss LV.51
HP 120
STAGE 2
Ancient Power
Serene Grace
Once during your turn, when you play Togekiss from your hand to evolve 1 of your Pokémon, you may look at the top 10 cards of your deck, choose as many basic Energy cards as you like, and switch them to your Pokémon in any way you like. Put the other cards back on top of your deck. Shuffle your deck afterward.
Air Scroll 40+
Flip 3 coins. If heads, this attack does 40 damage plus 30 more damage. If tails, remove 2 damage counters from Togekiss.
It will never appear where there is words. Its sightings have become rare recently.
weakness +30
resistance -20



Pokémon Trading Card Game CITY CHAMPIONSHIPS

Pokémon Organised Play moves up a gear

Organised Play in the UK has finally started to move on after the chaos and confusion left behind by The Place For Games – this can only be a good thing!

Esdevium continues in its role as the UK's Official Distributor of the Pokémon Trading Card Game – it is the company that officially imports all the cards from Nintendo USA, while D&A Games has taken on the Organised Play management role

D&A Games has been instrumental in rolling out the current City Championships and the upcoming States and Regional Championships and will be managing the 2008 UK National Championships too!

Here is a must-have date for your diaries – the National Finals for the UK will be held on 24 May at the Victoria Thistle Hotel, London! Of course we will be there and will bring you more details as we get them.

Talking of City Championships you still have time to catch the few remaining events before they end and the States and Regionals start. Here's where to find them...

Remaining UK City Championships you can find around the country...

EU_UK Leicester City Championship I

Date: Saturday 23 February
Location: Phoenix Games, 51 Church Gate, Leicester, LE1 3AL
Reg time: 10.00am
Start time: 11.00am
Admission: £5.00
Organiser: Chris
Tel: 0116 2515003
Email: contact@phoenix-games.co.uk
Website: www.phoenix-games.co.uk

EU_UK Crewe City Championship

Date: Saturday 1 March
Location: 131 Games, 131 Edleston Road, Crewe, Cheshire, CW2 7HP
Reg time: 10.00am
Start time: 11.00am
Admission: £3.00
Organiser: Thomas Snook
Tel: 0774 880 1973
Email: thomas.snook@btinternet.com
Website: www.131games.co.uk

EU_UK Manchester City Championship II

Date: Saturday 8 March
Location: Fanboy 3, 17 Newton Street, Manchester, M1 1FZ
Reg time: Contact for details
Start time: Contact for details
Admission: To be confirmed
Organiser: Rhodri Giulitti
Tel: 0161 2477735
Email: soldsomebeef@hotmail.com
Website: www.fanboy3.co.uk

EU_UK Aldershot City Championship II

Date: Saturday 29 March
Location: The Games Shop, 6 Wellington Street, Aldershot, Hants, GU11 1DZ
Reg time: 10.30am
Start time: 11.00am
Admission: £5.00
Organiser: Mike Hemmingway-Brown
Tel: 07795 263428
Email: mike@the-games-shop-aldershot.com
Website: www.the-games-shop-aldershot.com

EU_UK London City Championship

Date: Saturday 12 April
Location: Crayford Library Hall, Crayford Road, Crayford, Kent, DA1 4ER
Reg time: 2.00pm
Start time: 2.30pm
Admission: £5.00
Organiser: Ben Ward
Tel: 07949 359750
Email: benward@gamersguild.co.uk
Website: www.gamersguild.co.uk

EU_UK Leicester City Championship II

Date: Saturday 26 April
Location: Phoenix Games, 51 Church Gate, Leicester, LE1 3AL
Reg time: 10.00am
Start time: 11.00am
Admission: £5.00
Organiser: Chris
Tel: 0116 2515003
Email: contact@phoenix-games.co.uk
Website: www.phoenix-games.co.uk

So there you have the remaining City Championships. By the time April finishes at least 60 players will have qualified for the UK National Championships, but it doesn't stop there. The UK's new Pokémon Organised Play management, D&A Games, has plans for four more State/Regional Tournaments and at least two more Provincial Tournaments, aimed at qualifying even more players for UK Nationals.

The first confirmed State is being run by our old friend and tournament organiser Ben Ward in London on Saturday 3 May. Check out the Gamers Guild website for more details at www.gamersguild.co.uk or just turn up and play on the day.

London State/Regional Championships

Date: Saturday 3 May
Location: Bryant Street Methodist Centre, Project E15, Bryant Street, Stratford, London, E15 4RU
Reg time: 10.30am
Start time: 11.30am
Admission: £6.00

And if you are looking for places to play the Pokémon Trading Card Game on a regular basis in the UK, look out for some of the new leagues that have sprung up recently...

The Gamers Guild added a second league location at...

Gamers Guild Pokémon League

Location: The Crayford Library Hall, Crayford Library, Crayford Road, Crayford, Kent, DA1 4ERZ
Organiser: Ben Ward
Tel: 07949 359750
Email: benward@gamersguild.co.uk
Website: www.gamersguild.co.uk

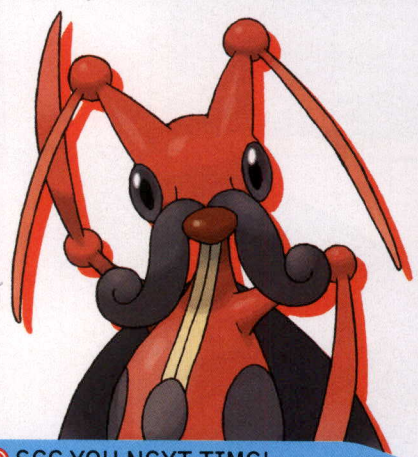
Blackpool has found a new home at...

Blackpool Pokémon League

Location: Traditional Chapel Entrance, St John's Church, Cedar Square, Blackpool, FY1 1BP
Organiser: Steffi
Tel: 07939 478483
Email: pokemon@manicgiraffe.com

D&A Games tells us there will be even more locations getting Leagues soon, so remember to check the league locator at: www.op.pokemon-tcg.com/league/locator/ regularly for changes.

UK Pokémon Organised Play is changing and we will be bringing you news on events and happenings across the UK in future issues of your favourite Pokémon read.

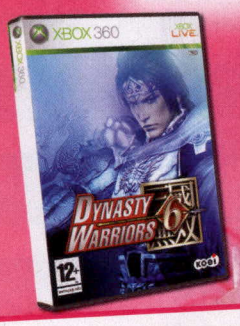


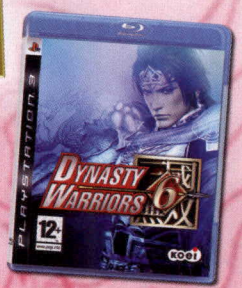
SEE YOU NEXT TIME!

That is it for this issue, more next issue including, Great Encounters checklists, news from across the City Championships, more on UK POP and UK Nationals qualification criteria, just how and where can you qualify? Plus we will have Ditto's Hot Pick and more TCG news for you from across the globe and here at home in the UK. Keep reading the UK's best Pokémon magazine and why not reserve your copy or subscribe to make sure you do not miss out!

WIN! WIN! WIN!

DYNASTY WARRIORS 6 無双





WIN! DYNASTY WARRIORS 6 GAMES & LTD EDITION GOODIES!

So you've already read our review of *Dynasty Warriors 6* back on page 18 so you know the game is very special – but how about these limited edition books and metal collector's plates from Japan – wow!

Yes, our good friends at Koei have given us five *Dynasty Warriors 6* games to give away, along with five highly sort-after metal collector's plates and five special art books. These books and plates are really something special, and although the books are all in Japanese, you can appreciate the beautiful artwork that has gone into this game and wow your mates as you can't buy these in the shops! To win a prize, answer the question and send your entry to pokemonworld@imagine-publishing.co.uk naming your email 'Dynasty Warriors 6 Compo'. If you really must you can also send your entry in to the usual postal address.

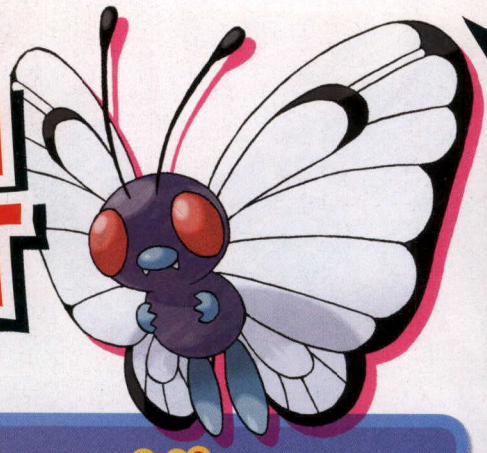
Whereabouts and at what time in history has Koei set Dynasty Warriors 6?

A. Modern-day Bournemouth
B. Africa in the Middle Ages
C. Ancient China in the 3rd Century

Please get your entries in by 2 April. Winners will be drawn at random from the publisher's big woolly hat. The best of luck to you!

Competition Rules
1. All entries must be received by 2 April 2008 2. There is no cash alternative 3. The publisher's decision is final and no correspondence will be entered into. 4. No employee of Imagine Publishing Ltd, Crispy Chicken Publishing or any company with products on offer within this competition is eligible to enter. 5. Only one entry per person, per competition. 6. By entering, competitors agree to be bound by the rules and requirements of the competition. 7. You may be sent news about products and opportunities from related companies. If you do not wish to receive such information, please indicate as such on your entry.

GREAT POKÉMON MOMENT

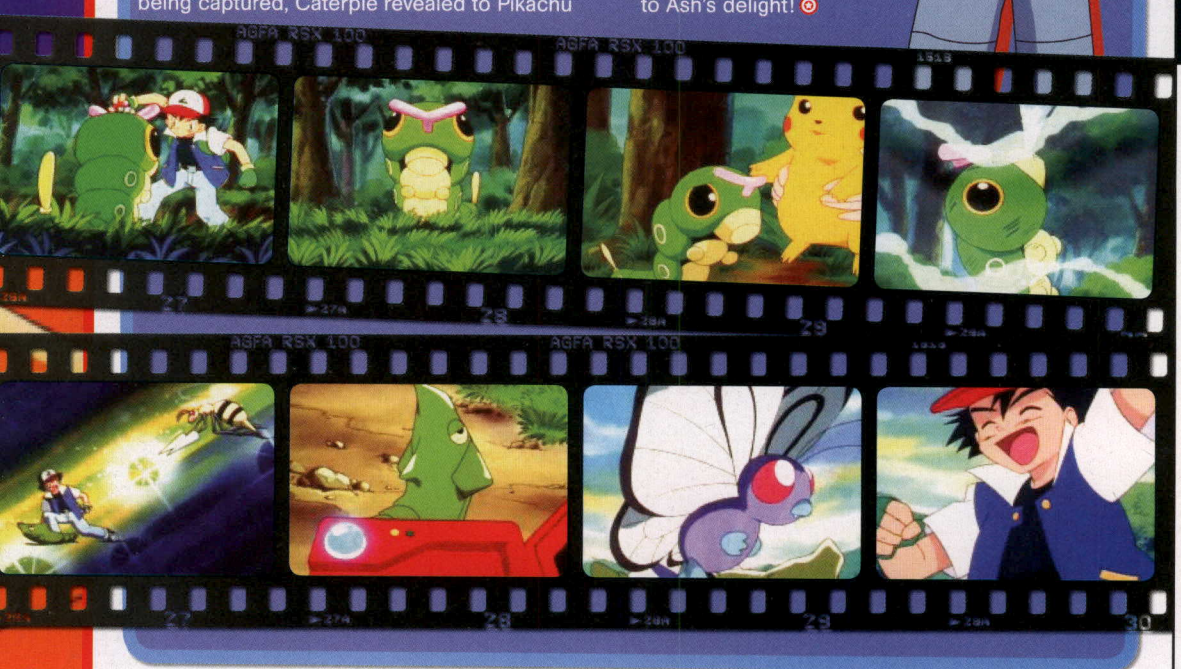


2 GREAT POKÉMON MOMENT

Ash Catches His First Wild Pokémon

In this issue of Pokémon World we tell the tale of the first time Ash Ketchum ventured out into the wilds of the Kanto region on a Pokémon finding expedition...

Fresh from meeting Professor Oak for the first time and making Pikachu his first Pokémon, it wasn't long before Ash wanted to practise his Pokémon capturing skills. As you will know, if you can't catch wild Pokémon, you're no one! In episode 'Ash catches a Pokémon', he set off into the Kanto region and the first Pokémon he encountered in the Viridian Forest was a Caterpie. Luckily for Ash this Pokémon was weak, and it was soon captured when Ash threw a Pokéball at it – there was no Pokémon battle needed. The night after being captured, Caterpie revealed to Pikachu that he really wanted to evolve into a Butterfree, but that would first mean becoming a Metapod and Caterpie didn't think he could do it. Pikachu encouraged him to try. In a battle with Team Rocket, Caterpie managed to evolve, then in 'Challenge of the Samurai' while attacking a Beedrill with his Sleep Powder he finally managed to achieve his ambition and evolved into a Butterfree, to Ash's delight!



The new issue of Pokémon World will be in the shops on 27 March – miss it and miss out!

POKÉMON WORLD

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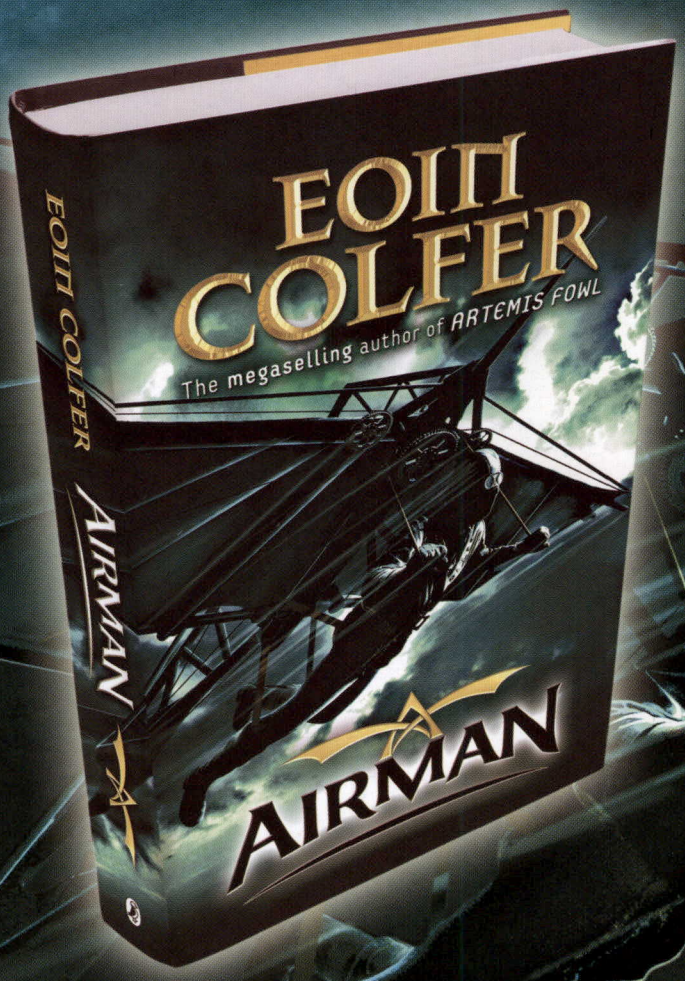
FOR CONOR BROEKHART THE ONLY WAY OUT... IS UP.



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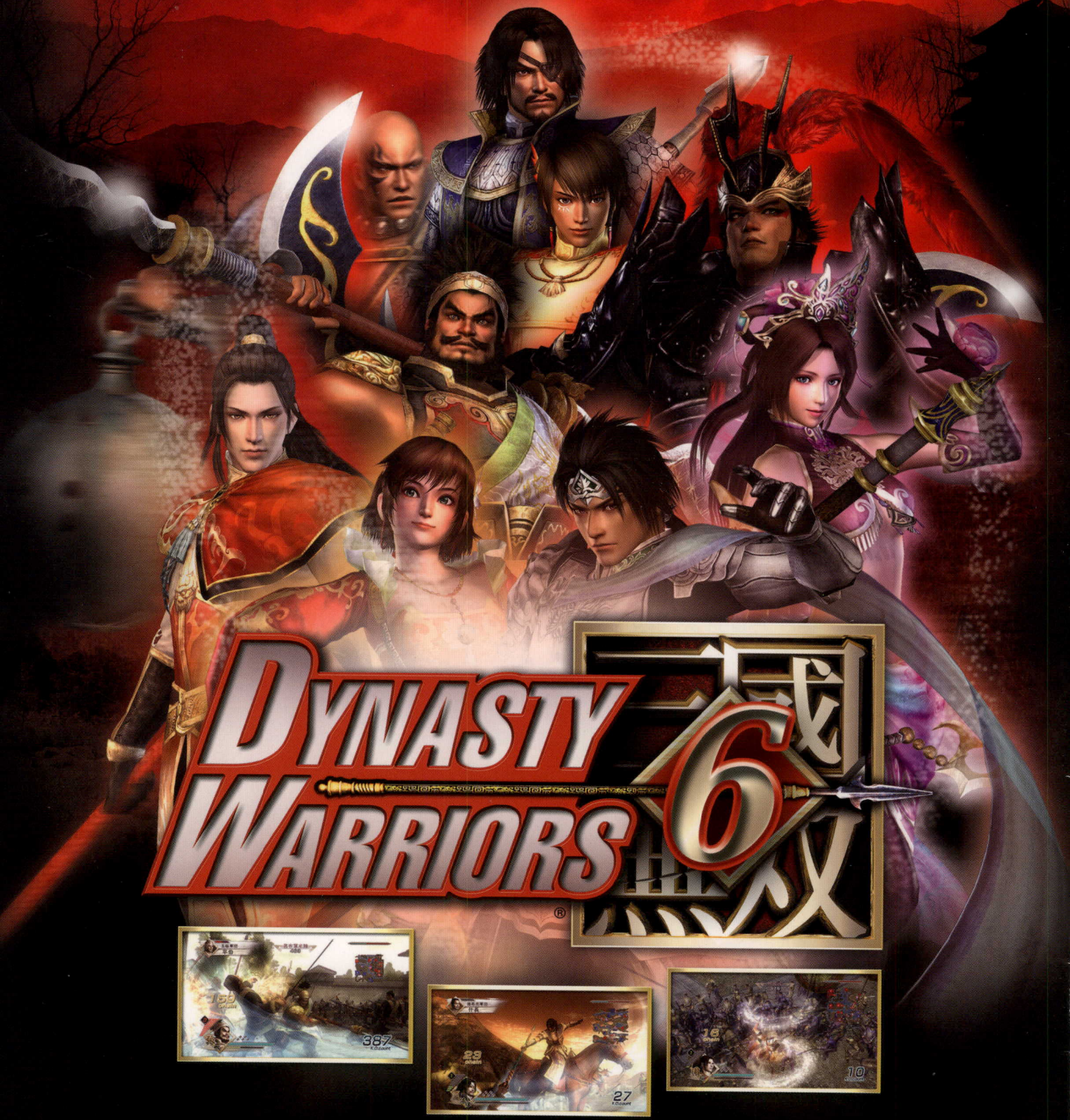

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